# Project timeline

## Task 1 – Squash app

### Week 1 (week 1 of semester – 17 July – 21 July):

* Joined community software project group
* Started an app for Otago squash to digitise the submission of scores at the end of interclub nights
* Made the layout for the input of the team details (name, squash code, grade, team name)
* Made objects that store the player’s information and the matches
* Drop down lists of players in each team to get the matches
* Data passed between activities
* Created a home screen with buttons to navigate
* Had a check so the user can’t assign the matches if there aren’t any players

### Week 2 (week 2 of semester – 24 July – 28 July)

* Started on the activity where you input the match scores, had the relevant information passed into the activity correctly
* Worked on the layout and functionality of the previously mentioned activity, added spinners to be able to select what match the scores are for and who the winner was of the match. The winner spinner is dynamically filled after the match is selected
* Tried to add a custom list view in for the score entering so there isn’t a previously defined number of fields that fill up the screen

### Week 3 (week 3 of semester – 31 July – 4 August)

* Added an activity that displays all the information that has been input