TimeLine:

Week 5 Delivered: Barebones of Android Application so the group can understand what is happening with our design process.

* Have several lesson questions ready

Week 6: Have a fully complete chapter going down to each individual lesson along with its questions.

* Work on UI/UX and possibly implement certain small features.

Week 7: After consulting with our client, complete a couple more chapters while working on the aesthetics and feel of our app.

* Begin implementing the gamification of the app.

Week 8: Touch up the completed chapters working on the finer details of the app.

* Finish the gamification.

Week 9: Delivered