***30 January – 5 February***

I had a beginning level experience in IT field in areas of cyber security, game developing, and cloud architecture. However, the projects I worked on were for entertainment mostly. So, I started to think about a mobile application that can actually help other people in some way. Because of the earthquake in Turkey, I thought an app about it but then realized everybody would think the same. Then, I navigated through the mobile app markets find out whether there is a trend or not. Also, I completed an online course about Git from BTK Akademi. (~9 hours)

***6 February – 12 February***

In this week, I talked with some CS students in my section and found a group where all members want to build a mobile application. We had a brainstorm session to see if we can come up with different ideas. Gladly, there were various ideas from each of us. Then, we tried to narrow down the ideas and connect them according to the needs of the market and their specific attributes that can help people. At the end, we decided to make a mobile application that tracks the goals of the individual by gamifying the process. (~3 hours)

***20 February – 26 February***

We talked about the tracking system of the user’s goals. We did not want it to be a classical one where the user just enters his aims and completes them since there are many apps like that in the market. We thought of an application where user has a character in the app to gamify the process. We suggested some different aspects about the app to each other and decided about which one to choose. (~3 hours)

***27 February – 5 March***

One of the best options to make a mobile application was using Android Studio, but I had no experience with it. I started to watch videos to learn how to navigate and write code in Android Studio. Additionally, since the deadline of requirements report was close, we tried to gather up all the aspects of the mobile application together. Then, we recorded the presentation. (~9 hours)

***6 March – 12 March***

I continued on learning about Android Studio. Also, it was obvious that I was going to code for the cloud part of our mobile application. This includes the login, register, authentication, email verification, forgot password systems. Even though I had an experience with cloud systems, I struggled a lot because I was using AWS but I needed to learn Firebase for this project. This week I watched some beginning videos about Firebase to learn how to navigate through it. (~12 hours)

***13 March – 19 March***

My teammates were working on the possible UI designs and I attended those meetings to share my ideas and vote for the possible UI designs in the process of choosing. However, in this week, I mostly focused on Firebase because even though it is a cloud system, this also included the database systems. (~10 hours)

***20 March – 26 March***

I felt confident about Firebase but this time I worked on the connection between Android Studio and Firebase. The code is written in Java but from the white papers, I tried to learn about how to instantiate and create an architecture of database in an application. (~8 hours)

***27 March – 2 April***

I realized that I was not able to use Android Studio. ☹ I watched more videos about it. (~3 hours)

***3 April – 9 April***

Since I learned all the essential parts, I sat down and start to actually code myself. I successfully implemented the register page. (~3 hours)

***10 April – 16 April***

The login page is completed by me. (~4 hours)

***17 April – 23 April***

I did the email verification and authentication systems. I also formatted the emails that Firebase sends to users so that any user can understand where it is came from and what to do. (~5 hours)

***24 April – 30 April***

I created a solution if any user forgot his password. (~3 hours)

***1 May – 7 May***

Even though every system about the login, register, authentication, email verification, and forgot password systems were completed, there was a bit more to do. The pages were not looking attractive, so I worked on their UI parts and adjusted colors and the places of buttons etc. (~4 hours)

***8 May – 14 May***

I set some rules in the pages. For instance, the password should be longer than 6 characters. The email should be typed according to email formatting rules. Since my work is mostly finished, I talked with my teammates to learn how is everything going. (~3 hours)

***15 May – 21 May***

There was a bug happened because of Firebase. The register page was not successfully working. When I entered my Firebase account, I saw that there is change in Google’s security policy and a part of my code should be changed accordingly. However, they did not state what should be changed and since it is a new event there was no solution in the internet forums, so I started to look by myself. Since the bug is caused by a change in security policy, I thought of a data leak in some part of my code, and I was right about it. Until I found which line to change, it was like a torcher; I hated my existence. At the end, I saw that in register page’s code, there is a part which gets the UID of the user from the database. I changed it to getDisplayName of the user, then everything started to work properly again. (~6 hours).

***22 May – 28 May***

I communicated with my friends again and everything looked like perfect thanks to our debugging processes. We have come to the end now. I am really satisfied and proud of all of us.