***30 January – 5 February***

I have some ideas about what my project could be about, but I still could not find a group. Most of the ideas that I have can be hard to apply and might not be possible to finish in due time. However, I still try to find better ideas or improve the ones that I have. Thus, I can provide better ideas when we start to think about what our project is going to look like. I mostly want to build an android or a desktop app that is appealing to everyone and helpful in many ways.

***6 February – 12 February***

Finally, I found a group. I kind of know them from the semester before and I think we can be a great team since I know most of them are hardworking people. We brainstormed on some ideas that each of us had including a personal finance management program, habit tracker and a virtual pet. I think our meetings this week helped me to get a better feeling of how the course of the project will be in the upcoming weeks.

***20 February – 26 February***

We have not decided on what our project is going to be about, however, by unanimous vote we decided that it is best to build an android app by using Android Studio. It looks like we are going to build an application that helps people track their goals mixed with the idea of environment friendly concept of virtual pet.

***27 February – 5 March***

Our ideas about tracking goals and virtual pet finally merged under the concept of “Real Life RPG”. We are going to build an app that tracks people’s goals and by achieving the goals that people have. I now need to learn how to use Android Studio with java. My friends recommended “Caleb Curry”s Android Studio tutorial which I quite liked even though some did not. With the group we created the requirements presentation.

***6 March – 12 March***

I started to learn some Android Studio and build some basic programs to test my skills. Moreover, I started to think about what kind of a role I want to play in the construction of the project. Mainly I want to work on the backend of our project.

***13 March – 19 March***

We discussed and sketched how our UI can look like and how we can make it more aesthetic and user friendly. I proposed some ideas, but I am willing to let the frontend design of our project to my other groupmates. It was quite productive, and I am pretty sure that our app will look awesome in my friends’ hand.

***20 March – 26 March***

No meeting this week. I tried to improve myself on Android Studio, but I was more concerned about my other classes.

***27 March – 2 April***

No meetings this week either. Studied some more Android Studio I hope everyone on our team doing their best to improve themselves and are ready to collaborate when it is needed.

***3 April – 9 April***

I focused on my midterms on this week, yet I still tried to improve myself in Android Studio. I also decided to learn how to use Firebase in order to create a database for our app.

***10 April – 16 April***

We had a meeting and we kind of distributed the roles to perform more efficient. My main focus is the back end, nonetheless, I want to help with the design either so I am a bit flexible.

***17 April – 23 April***

Trying to learn more about Firebase and experimenting with it using Android Studio.

***24 April – 30 April***

Pre-implementing the classes in Visual Studio locally, the design turned out more complicated than it seems to flesh out.

***1 May – 7 May***

Experimenting with the basic foundation of our application and trying to wire up some of the things that I learnt about Firebase.

***8 May – 14 May***

Still working on how to implement databases and authentication and trying to sort out some of the errors that I encountered.

***15 May – 21 May***

I mainly tried to understand the codes that my friends committed and how I can use them effectively in order to implement some of the things that I did while also solving some of the errors that I encountered.

***22 May – 28 May***

Worked together with Mehmet Emin to get the data of the user from the cloud and carry the data on app. We encountered lots of errors and tried to fix all the bugs we encountered together.