***30 January – 5 February***

I thought about possible people I can form a group with, and did some brainstorming with one of my friends and a current groupmate, Rodi. While we first thought of an AI based program, the limitation that the program must be in Java deterred us from that idea.

***6 February – 12 February***

While we continued to think about ideas, one of them being an educational physics engine, we found our other groupmates and agreed to sit and think about the idea next week.

***20 February – 26 February***

We sat and brainstormed together, which we came to the conclusion of a habit tracker-rpg hybrid game. One of the main problems was determining the extent of gamification in the program, as having a too complex game system might be hard to implement in Android Studio, which is the IDE we chose.

***27 February – 5 March***

We met on Discord and made the slides for requirements presentation. In addition to that, I watched some Android Studio tutorials on YouTube to learn about the basics of Android Studio, such as Activities, Fragments and XML design. That night was also the time that we agreed on having a pixel art style in UI, which I am responsible for drawing.

***6 March – 12 March***

I created a blank program to test what I learned and experiment a bit. Tried to figure out Intents, objects which allow you to traverse between Activities, and thought about potential character designs in pixel art.

***13 March – 19 March***

As a group we sat down again, and brainstormed about the general layout of UI. We drew sketches for UI on paper to have a general idea.

***20 March – 26 March***

I thought more about the potential design of UI, and how to implement the functionality.

***27 March – 2 April***

I made some sketches that might create the basis of characters in the app. I decided to ditch the idea of character customization in favor of having user pick from a list of predefined characters.

***3 April – 9 April***

I created some starting classes in a repo I opened before, but I had to delete them because we switched to a different repo.

***10 April – 16 April***

As I was going to be dealing with frontend, I decided to volunteer for making designs for UI Report. We decided to use Figma to make the UI.

***17 April – 23 April***

Using Figma, I created around 10 slides using Google Material Design that will form the basis of our UI, and act as a reference point in the future.

***24 April – 30 April***

We moved on to a new repo, and started to implement the project, including integrating Buğra’s Firebase code to the new repo, which Rodi dealt with.

***1 May – 7 May***

Designed more of the Figma UI pages in Android Studio XML.

***8 May – 14 May***

While waiting for Emin to finish backend code, did some more UI designing and linking Activities.

***15 May – 21 May***

Started writing code for frontend, and making the UI dynamic using the data I get from Firebase. Finished UI layouts.

***22 May – 28 May***

Did some new graphics for user classes, and added most of the functionality for different pages in the app. Then did debugging and general polishing, which took a lot more time than I anticipated. Decided on background image of the app, designed characters for different classes, and made the app icon, again in pixel art. Fixed some more bugs and made it ready for demo.