



2017 Aptoide Summer Internship

Weekly Report 1 [July 10 - July 14]

Project: Swipe Based Game for Timeline

Trainee: Francisco Calado

Mentor: Gonçalo Ribeiro

Completed Tasks during Week 1

- Tutor meeting;
- Work Breakdown Structure;
- Roadmap definition with time estimates;
- Setting up working environment;
- First UI mockup trials;
- Research on gamification techniques and principles;
- Initial presentation setup;

Work For Next Week

- Initial presentation completion;
- Further gamification research;
- Research on UI and Web Services principles and technologies;
- Understanding Aptoide's Android app basic structure;
- Final UI mockups;
- Behavior definition;