



2017 Aptoide Summer Internship

Weekly Report 2 [July 17 - July 21]

Project: Swipe Based Game for Timeline

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Mentor: Gonçalo Ribeiro

Completed Tasks during Week 2

- Completed initial presentation;
- Studied Aptoide's card structure;
- Finished UI mockups;
- Defined general card behaviours;
- Created first game card JSON model;
- Continued research on gamification and UI principles;
- Study and explore android components like CardView ou RecyclerView;
- First look into swipe libraries;

Work For Next Week

- Work on first UI prototypes;
- Start implementation of a swipeable card;
- Finish the data model and respective JSON;
- Continue studying Android implementations and the general Aptoide Structure;