



## 2017 Aptoide Summer Internship

Weekly Report 5 [August 7 - August 11]

Project: Swipe Based Game for Timeline

Trainee: Francisco Calado

Mentor: João Andrade

### Completed Tasks during Week 5

- Continued interface adjustments;
- Created final JSON to mock full card behavior;
- Locally, and for the given session, save score across cards;
- First version of gamification web-services JSON (requests and responses);

### Work For Next Week

- Implement server-side logic to handle score keeping;
- Implement client-side logic to interact with the gamification service;
- Start implementation of leaderboard functionality supported by the server;