



2017 Aptoide Summer Internship

Weekly Report 6 [August 14 - August 18]

Project: Swipe Based Game for Timeline

Trainee: Francisco Calado

Mentor: João Andrade

Completed Tasks during Week 6

- Server-side logic for score keeping fully implemented;
- Client-side logic to interact with the server fully implemented;
- Server-side logic for leaderboard management implemented;
- Client-side implementation of the leaderboard fragment started;

Work For Next Week

- Finish client-side implementation of the leaderboard fragment;
- Add server-side support for multiple players (alpha test; 2-10 players);
- General UI improvements;