

EE/CprE/SE 492 WEEKLY REPORT 01

01/12 – 01/18

Group number: sdmay20-16

Project title: CowChipsForCharity

Client &/Advisor: Client: Ken Johnson, Advisor: Lotfi ben Othmane

Team Members/Role:

Ty Bartleson (Front End Dev)

Meghna Vaidya (Front End Dev)

Lizzy Li (Front End Dev)

Justin Lee (Back End Dev)

Brandon Bui (Back End Dev)

Dustin Schultz (Back End Dev)

- **Weekly Summary** (*This should be about a paragraph in length.*)

This week we met to solidify our plans and timeline for the semester. We've come up with our goals for the pacing that we'll be taking, and did retrospective on our previous semester to figure out what did and didn't work, so we could improve going into the new semester.

- **Past week accomplishments** (*This should be about a paragraph or two.*)

- Ty Bartleson:

Breakdown of remaining work for game team, assignment of specific tasks.

- Meghna Vaidya:

Breakdown of remaining work for game team, assignment of specific tasks.

- Lizzy Li:

Breakdown of remaining work for game team, assignment of specific tasks.

- Justin Lee:

Progressed realtime data component, solidifying and creating standard usage for rest of realtime usages.

- Brandon Bui:
Solidified design decisions regarding analytics components.
- Dustin Schultz:
Bug fixing of remaining bugs from previous team's contributions.

○ **Pending issues** (*If applicable*)

- Ty Bartleson:
- Meghna Vaidya:
- Lizzy Li:
- Justin Lee:
- Brandon Bui:
- Dustin Schultz:
Need updated component from past team member

○ **Individual contributions**

<i>Name</i>	<i>Individual Contributions</i>	<i>Hours this week</i>	<i>Hours cumulative</i>
<i>Ty Bartleson</i>	<i>Scheduling, Breakdown</i>	<i>4</i>	<i>24</i>
<i>Meghna Vaidya</i>	<i>Scheduling, Breakdown</i>	<i>4</i>	<i>24</i>
<i>Lizzy Li</i>	<i>Scheduling, Breakdown</i>	<i>4</i>	<i>25</i>
<i>Justin Lee</i>	<i>Realtime component</i>	<i>6</i>	<i>27</i>
<i>Brandon Bui</i>	<i>Design</i>	<i>4</i>	<i>25</i>
<i>Dustin Schultz</i>	<i>Bug fixes</i>	<i>4</i>	<i>27</i>

○ **Comments and extended discussion** (*Optional*)

The deeper we progress into the previous team's implementation, the harder it gets.

While we haven't discussed it at length, some of us are of the opinion that having a team handoff their project to another team should have standardizations in the future to prevent such a messy transition like the one that we're experiencing.

- **Plans for the upcoming week**

- Ty Bartleson: Create relevant pages related to game
- Meghna Vaidya: Create relevant pages related to game
- Lizzy Li: Create relevant pages related to game
- Justin Lee: Finish realtime standardization
- Brandon Bui: Implement analytics sectioning
- Dustin Schultz: Fix routing/action bugs

- **Summary of weekly advisor meeting** (*If applicable/optional*)

NA