

EE/CprE/SE 491 WEEKLY REPORT 02

01/19/2020 – 02/12/2020

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 Schulyz (Back End Dev)

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

On February 6, we had dinner with our client at The Cafe in North Ames. During this dinner we demoed progress and asked if he would like to make any changes or improvements. We have also been holding weekly stand meetings on Tuesday to report on progress and what we plan to do the following week. The admin panel team has been working on getting the admin panel and servers to communicate and added routing for analytics. The game team has been working on updating the game and animations.

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

- Ty Bartleson: Started working on assigned pages to implement for the game.
- Meghna Vaidya: Started working on assigned pages to implement for the game.
- Lizzy Li: Researching how to implement the animation and testing it out.
- Justin Lee: Set up communication between the admin panel and servers and added routing for the analytics.
- Brandon Bui: Helped set up the communication and developed charts sketches for the

analytics.

- Dustin Schultz: Worked to fix pre existing button issue and helped set up the sockets for the communication. Experimented with database hit events.

- **Pending issues** (*If applicable*)

- Ty Bartleson: Animation scope is questionable.
- Meghna Vaidya: Animation scope is questionable.
- Lizzy Li: Animation scope is questionable.
- Justin Lee:
- Brandon Bui:
- Dustin Schultz: Admin panel buttons are still broken

- **Individual contributions**

<i>Name</i>	<i>Individual Contributions</i>	<i>Hours this week</i>	<i>Hours cumulative</i>
<i>Ty Bartleson</i>	<i>Games Pages</i>	<i>10</i>	<i>34</i>
<i>Meghna Vaidya</i>	<i>Games Pages</i>	<i>9.5</i>	<i>33.5</i>
<i>Lizzy Li</i>	<i>Games Pages / Animation</i>	<i>9</i>	<i>34</i>
<i>Justin Lee</i>	<i>Web socket / Analytics</i>	<i>9</i>	<i>36</i>
<i>Brandon Bui</i>	<i>Web socket / Chart Sketches</i>	<i>9</i>	<i>34</i>
<i>Dustin Schultz</i>	<i>Buttons / Web socket</i>	<i>11</i>	<i>38</i>

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

Game team might have to visit more with the client to adjust the animation scope.

- **Plans for the upcoming week**

- Ty Bartleson: Continue working on game pages
- Meghna Vaidya: Continue working on game pages
- Lizzy Li: Continue working on game pages
- Justin Lee: Finalizing the web socket communication
- Brandon Bui: Start Implementing charts
- Dustin Schultz: Start Implementing charts

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