

EE/CprE/SE 491 WEEKLY REPORT 04

10/20 – 10/27

Group number: sdmay20-16

Project title: CowChipsForCharity

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

Team Members/Role:

Ty Bartleson (Game Team Lead / Front End Dev)

Meghna Vaidya (Project Manager / Front End Dev)

Lizzy Li (Front End Dev)

Justin Lee (Admin Panel Team Lead / Back End Dev)

Brandon Bui (Back End Dev)

Dustin Schulyz (Test Engineer / Back End Dev)

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

This week we had a variety of planning and design meetings. On Sunday the Game Team had a design meeting to discuss which screens will need to be changed and also created a rough potential design for one of them; they also put together some questions to ask the client. On Tuesday the Admin Panel Team met with Daniel, the previous team lead who worked on this project to discuss back end functionality and testing. On Wednesday the whole team met with the client to discuss the progress of the project as well as getting feedback and any new requirements. On Friday the team met to discuss the week and plan ahead for the next week.

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

Game Team: Decided on a course of action for the game and designed a renovation for one of the screens. Shared progress with the client and got feedback, new requirements, and answers to their questions.

Admin Panel Team: Learned more about the back end functionality and

how to test the project. Shared progress with the client and got feedback, new requirements, and answers to their questions.

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

The only issue our team has at the moment is that the Team Lead who has worked on this project in a previous semester has yet to send us the code they worked on for us to look at and continue development on.

○ **Individual contributions**

<i>Name</i>	<i>Individual Contributions</i>	<i>Hours this week</i>	<i>Hours cumulative</i>
<i>Ty Bartleson</i>	<i>Game Team Meeting, Client Meeting, & Team Meeting</i>	<i>4</i>	<i>13</i>
<i>Meghna Vaidya</i>	<i>Game Team Meeting, Client Meeting, & Team Meeting</i>	<i>4</i>	<i>13</i>
<i>Lizzy Li</i>	<i>Game Team Meeting, Client Meeting, & Team Meeting</i>	<i>4</i>	<i>14</i>
<i>Justin Lee</i>	<i>Meeting w/ Previous Team Lead, Client Meeting, & Team Meeting</i>	<i>4</i>	<i>14</i>
<i>Brandon Bui</i>	<i>Meeting w/ Previous Team Lead, Client Meeting, & Team Meeting</i>	<i>4</i>	<i>14</i>
<i>Dustin Schultz</i>	<i>Meeting w/ Previous Team Lead, Client Meeting, & Team Meeting, CI/CD Testing</i>	<i>6</i>	<i>16</i>

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

N/A

○ **Plans for the upcoming week**

- Ty Bartleson: Work on Design Doc and Lightening Talk
- Meghna Vaidya: Work on Design Doc and Lightening Talk

- Lizzy Li: Work on Design Doc and Lightening Talk
- Justin Lee: Work on Design Doc and Lightening Talk
- Brandon Bui: Work on Design Doc and Lightening Talk
- Dustin Schultz: Work on Design Doc and Lightening Talk

○ **Summary of weekly advisor meeting** (*if applicable/optional*)

N/A