<u>Team Members</u>:

Name: Maxfield Freeman
Contact Info: maxfi@ku.edu
Availability: Mondays 4pm+
Computing platform experience: basic
Programming Language Knowledge: basic

Name: Noah Haskins
Contact Info: nhaskin@ku.edu
Availability: Mondays 4pm-5pm
Computing platform experience: basic
Programming Language Knowledge: basic

Name: Jaydee Brown
 Email: j968b255@ku.edu
Availability: Mondays after 1 pm
Computing platform experience: basic
Programming language knowledge: basic

Name: Caleb Neil
Email: caleb.neil@ku.edu
Availability: Monday after 3
Computing platform experience: intermediate
 Programming language knowledge: intermediate

Name: Carson Schraad
Email: c971s563@ku.edu
Availability: Monday after 3
Computing platform experience: basic
Programming language knowledge: basic

Name: Maren Proplesch
Email: marenproplesch2@ku.edu
Availability: Any day except monday
Computing platform experience: All of it
Programming language knowledge: Rust

Name: Will Godderz
Email: willgodderz@ku.edu
Availability: Any day except tuesday
Computing platform experience: basic
Programming language knowledge: basic

<u>Meetings</u>:

Meeting: 9/16/24
Attendance: Will, Jaydee, Caleb, Carson, Noah, Maren

Meeting Activities:
Group convened and discussed how to approach our term project. We made a group chat to help us communicate and set up new meeting times. We also made a plan about how we will complete this first part of this project.

Meeting: 9/23/24
Attendance: Will, Jaydee, Caleb, Carson, Noah, Maren

Meeting Activities:
During this meeting the group met up and assigned roles to each individual group member, we then got all members into a github repository for later use. Then we assigned small portions of the project plan to each member in order to divide up the labor for the week. We then decided which programming language would be used for the project. The team landed on C++ as per the assignment description

Meeting: 9/30/24
Attendance - Maxfield, Noah, Caleb
Members Absent (Studying for exam) - Jaydee, Maren, Carson, Will

Meeting Activities:
Reviewed previous project artifacts
Discussed next steps in completing the Software Requirements Plan
Distributed work to members
Started assembling our Software Requirements Plan

Meeting: 10/7/24
Attendance - Maxfield, Noah, Caleb, Will, Jaydee

Meeting Activities:
Discussed needed roles for part 2 of the project
Discussed what went wrong in part 1 of the project
Discussed how we will design our use case model

Meeting: 10/16/24
Attendance - Maxfield, Noah, Carson, Caleb

Meeting Activities:
Finalized roles for completing the software engineering document
Worked on completing the software engineering document
Discussed our program's constraints

Meeting: 10/21/24
Attendance - Maxfield, Noah, Jaydee

Meeting Activities:
Created software architecture document
Discussed steps to start software architecture document
Discussed roles for completing the software architecture document

Meeting: 10/28/24
Attendance - Maxfield, Noah, Caleb, Carson, Jaydee, Maren, Will

Meeting Activities:
Discussed roles for architecture document
Discussed coding process for building the calculator

Meeting: 11/4/24
Attendance - Maxfield, Noah, Caleb, Carson, Jaydee, Maren, Will

Meeting Activities:
Continued working on architecture document
Continued planning out how to build the calculator

Meeting: 11/11/24
Attendance - Maxfield, Noah, Caleb, Carson, Jaydee, Maren, Will

Meeting Activities:
Discussed how to proceed with coding the calculator
Distributed work for building the calculator
Discussed the framework for the code

Meeting: 11/18/24
Attendance - Maxfield, Noah, Caleb, Carson, Jaydee, Maren, Will

Meeting Activities:
Continued building the calculator in c++ as well as verifying the inputs and outputs of the program.
Verified the structure and features of the program are efficient and up to our standard quality

Meeting: 12/2/24
Attendance - Maxfield, Noah, Caleb, Carson, Jaydee, Maren, Will

Meeting Activities:
Verified the calculator works using test cases.
Worked on completing a test case document.
Worked on completing a user manual document.