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| Status Report | SR02 |
| Concrete Concepts | 2/10/2015 |

Status report of the Concrete Concepts team at the beginning of the second semester. This status report was completed during the planning of sprint 4. Below is the person-hour information for each individual and the team as a whole.

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| **Summary of Remaining Person Hours** | |
| Person-hours Remaining this Sprint: | 0 |
| Person-hours Remaining in Product Backlog: | 91 |

Following the person-hour information is the product burndown chart along with team and individual effort and velocity charts.

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| **Summary of Total Person-Hours Worked Since Beginning** | |
| Bryan: | 23.75 |
| Dan: | 53 |
| Zach: | 11 |
| Team: | 87.75 |

**What Have We Accomplished?**

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| **Person-Hours Worked Since Last SR** | |
| Bryan: | 8 |
| Dan: | 23 |
| Zach: | 9 |
| Team: | 40 |

**Work accomplished from sprint three:**

* Sprint 3
  + Daniel - Found a new graph library to use because new requirements couldn’t be done on the library that was being used.
  + Daniel - Recreated graph with new library
  + Zach - Created user table in database
  + Zach - Created users table class to interact with user in database
  + Zach - Created generic classes for weather, future notifications, change in state notifications, database table
  + Bryan - Login/Logout functionality
  + Bryan - sessions functionality (need to integrate)
  + Bryan - Password and hashing
  + Daniel - Added suggested concrete temperature functionality
  + Daniel - Added change concrete temperature functionality
  + Daniel - Create 6 hour view prototype
  + Daniel - Other various graph formatting fixes/updates.

**List of tangible work accomplished:**

* Documents
  + Updated Process Specification
  + Updated Process Plan
  + Uptdated Product Backlog
  + Updated Product Burndown
  + Updated Product Effort and Velocity
  + Updated Risk Table
  + Sprint 3 Input and Output
  + Sprint 4 input
  + Test Plan
* Code
  + Bryan - MyMain.php – core component
  + Zach - Users.php – User class to interact with user table in database
  + Zach - Weather.php – Weather class to interact with weather table in database
  + Zach - futurenotifications.php – User future notifications class to interact with future notifications table in database
  + Zach - hangeinstatenotifcation.php – change in state notifications class to interact with future change in state table in database
  + Daniel - graph.html – recreated graph functionality
  + Bryan - login.html – Login screen
  + Bryan - login.php – Login/session functionality
  + Bryan - logout.php – Logout/session functionality
* Site
  + http://bryalle.duckdns.org

**Major Requirement changes**

Requirement added - Being able to click on a point and change the wind speed variable for a point

Change in graph formatting requirements required a new graph library. We had to start over on graph.

**Risks and Mitigation / Management Strategies:**

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| **Risk** | **Mitigation / Management Strategy** |
| Customer adds requirements | Get all the requirements beforehand and add them to the process spec |
| Cannot get SIUE email | Currently working with ITS |

**What’s Next?**

The next thing that our team plans to do is:

* Create user notifications (database table, functionality)
* Change wind functionality
* Add concrete temperature prediction so user does not have to input a concrete temperature
* Integrate sessions and database classes
* Add time zone
* Various graph formatting fixes
* Change MyMain.php to a javascript file

**Are We On Schedule?**

We believe as a team that the project is on task and that it can be completed by the end of CS499. As of right now we have stayed on schedule. As seen in the project and sprint burndown documents so far, we have completed everything that we wanted to in each sprint if not more. We have been able to accomplish added requirements in each sprints timeframe as well. We did underestimate the hours required for some tasks, which is why it seems like we are “overburning” in our product burndown chart.

**Self-Evaluation**

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| **Criteria:** Process Execution | **Team Self-Evaluation:** Competent |
| **Justification**   * We followed the defined process all of the time. * All the documents specified by the process where created and are on our repository. * Our client has been is well informed of the project at the conclusion of every sprint. | |
| **Criteria:** Self-Management | **Team Self-Evaluation:** Competent |
| **Justification**   * We followed the predefined plan all of the time. * We put forth all the effort we can to ensure that project will be completed at the end of the CS499 semester. * Changes to the plan are made without negative impact and with certainty of some improvement. * Documentation has been maintained over sprints. | |
| **Criteria:** Client Requirements | **Team Self-Evaluation:** Exemplary |
| **Justification**   * Our client is very happy with the progress we have made so far. * Our client has said nothing but good things about the work we have done so far. * All of are risks have been identified, and all have been mitigated or are in the process of being mitigated. * Look into client suggestions and if reasonable add the functionality | |
| **Criteria:** Software Engineering | **Team Self-Evaluation:** Competent |
| **Justification**   * Everyone on the team has a good understanding of the design and has the ability to implement the design. * Everyone does the best they can and we strive to make the best we can. | |
| **Criteria:** Communication | **Team Self-Evaluation:** Competent |
| **Justification**   * Our approach is known by all team members. * Our Presentation and documents meet all standards and look professional. * We all feel comfortable presenting in front of others. * All our information is available to each team member and other people. * Need to improve weekend communication | |

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| Signatures of Team Members | |
| Bryan Allen | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Daniel Grote | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| Zach Smith | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |