Reset Neutral

Week # | 2/21 - 2/27

Leader: Zachary Karanja

Zachary Karanja **6 hours**	Tasks completed: ● Continued refining the Figma ● Met with group and discussed plan for the week ● Began working on the Spec sheet Planned tasks for next week: ● Finish work on the spec sheet ● Convert the figma into code Any issues or challenges: ● Still not used to using figma
Luis Gutierrez **7 hours**	Tasks completed: ● Started working on Python data scraper v1.0 ● Researched and implemented secure Flask and BeautifulSoup (requests) ● Meeting to finalize design aspects and clarify initial steps ● Discussed data with database designer ● Researched games (focus on Games, Character, and Move data) ● Researched caching ● Setup Cursor Planned tasks for next week: ● Start work on formatting for games' universalDataPoints ● Work with database designer to transform game-specific move data to universal input/numpad data ● Update GitHub README ● Finish work on the spec sheet Any issues or challenges: ● Time management ● Proper GitHub uploading/project-tracking
Adam Jackson **2 hours**	Tasks completed: ● Set up supabase Planned tasks for next week: ● Fix supabase, first API call Any issues or challenges: ● Installing all the packages

Eric Wilhoit 5 Hours	Tasks completed: ● Met with team and discussed future tasks (1 Hour) ● Setup and tested Cursor with provided spec doc (2 Hour) ● Researched and compared game inputs and controls (2 Hours) Planned tasks for next week: ● Begin contributing to input training frontend Any issues or challenges: ●
Alexis Vazquez 5 hours	Tasks completed: ● Continued refining figma ● Researched tutorials to further learn figma ● Started thinking of ideas for the logo Planned tasks for next week: ● Present some logo designs to the team ● Finish Figma design/start adding functionality ● Continue working on the project's design language Any issues or challenges: ● I have some experience sketching, but I am a little out of practice
Josh Mckone 6 Hours	Tasks completed: ● Read tutorials and framework docs ● Meeting to finalize design aspects and clarify initial steps ● Setup Phaser framework ● Setup basic input capturing using framework ● Setup gamepad support for inputs Planned tasks for next week: ● Clean up input handling code/generalize/modularize it ● Begin work on sandbox element of website Any issues or challenges: ● Learning framework

Total Time Spent: 31 Hours

Summary:
- Set up Database
- Refined Figma
- Set up basic input capturing
- Began work on python scraper
- Began working on spec sheet