Milestone 5 - Group 6

Table of Tasks

Task ID	Description	Complexity	Justification
T16	ArduinoGraphics support	Hard	Complex to understand how to create components in godot, where to put the code. changed or added files in the **frontend**. ● project/src/attachments/Screen.gd ● project/src/ui/node_visualizer/ScreenVisualizer.gd ● src/bind/FrameBuffer.cxx ● src/bind/Sketch.cxx
OT05	Presentation 5 preparation Prepare slides, dig deep into the understanding of the system and how we actually have understood the code and the architectural abstractions.	Easy	1 files: slides, notes, demo
T01	Add unit tests to increase the test coverage in libSMCE.	Hard	At first, we don't know that some code functions don't work in the entire project but only work in the sketch. The test itself is not difficult to code, but understanding how a sketch works and setting a plugin about the testing takes a lot of time and work for us. Files created: ● String.cpp Files changed: ● Toolchain.cpp ● CMakeList.txt
DevTool	Implementation of the DevTool	Hard	From the idea, it was difficult to create the prototype. After testing we realized that it was not working as well as expected so it was challenging to change it and think about another solution. Files created:

			sniff.py test.py smelly-code/test.cpp

Contribution Table

Name	Task Id	Contribution %
Elena Marzi Tornblad	T16 Frontend Godot Component T16 Windows issues Dev tool OT05	60% 100% 80% 25%
Wei Guo	T01 test coverage Dev tool+review OT04	100% 10% 25%
Wenjie Jiang	T16 Frontend Godot Component Dev tool review OT05	20% 5% 25%
Erik Tran	T16 Frontend Godot Component T01 Testing DevTool OT05	20% 5% 5% 25%

*5% refers to reviews done of the code implemented.