Milestone 4 - Group 6

Table of Tasks

Task ID	Description	Complexity	Justification
T16	ArduinoGraphics support	Insane	Very complex to understand how the backend is linked to the frontend, Difficulties in understanding what was the problem with platform compatibility Hard to create a component with godot engine 10+ changed or added files in the **backend**. These are the most important ones: ● CMake/Runtime/CMakeLists.txt ● test/Graphics.cpp ● ArduinoGraphics.h ● MKRRGBMatrix.h ● extra/samples/mkrrgb/main.cpp 10+ changed or added files in the **frontend**. These are the most important ones: ● project/src/attachments/Screen.gd ● project/src/ui/node_visualizer/ScreenVisualizer.gd ● src/bind/FrameBuffer.cxx ● src/bind/Sketch.cxx
T18	Frontend packaging and autoinstall libsmce	Hard	Not familiar with the cmake script. smce-gd SetupSMCE.cmake Cmakelist.txt Archive.cmake
OT04	Presentation 4 preparation Prepare slides, dig deep into the understanding of the system and how we actually have understood the code	Easy.	1 files: slides, notes, demo

	and the architectural abstractions.		
T01	Add unit tests to increase the test coverage in libSMCE (in progress).	Hard	Unit test for functionality and quality-like performance. Difficult due to needed understanding about c++ and CMake, which has made the progress slower due to needing to obtain knowledge about the topics.

Contribution Table

Name	Task Id	Contribution %
Elena Marzi Tornblad	T16 Frontend binding T16 Windows compatibility T18 Autoinstall SMCE OT04	100% 70% 5% 25%
Wei Guo	T01 test coverage OT04	50% 25%
Clementine Jensen	T01 test coverage	50%
Wenjie Jiang	T16 Frontend Godot T16 Backend Review T16 Windows compatibility OT04	50% 5% 15% 25%
Erik Tran	T16 Frontend godot T16 Backend Review T16 Windows compatibility OT04	50% 5% 15% 25%

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