9/9/2021: Created the Github for the project

9/12/2021: Created the documentation folder and uploaded the software feature list and project design document. Also uploaded the product backlog and updated the readme.md

9/16/2021: Started creating the main gui for the java application

9/17/2021: Continued working on the main gui for the java application

9/18/2021: Still working on the main gui for the java application

9/22/2021: Added save button, open button, and created a tool bar in the main gui for the java application

9/23/2021: Added an open button to the tool bar and deleted the one on the screen for the main gui in java

9/28/2021: Added a wiring button in the java application to create a way to interface with unity

9/29/2021: Updated gitignore to remove .meta files from unity files

10/3/2021: Switching the unity interface from code based to a built in Canvas in Unity

10/4/2021: Added some functionality to buttons in Unity in the customization scene. Added a new wiring scene to Unity and added buttons to them.

10/8/2021: Gave a tutorial to Emily on how to create a scene using the UI in Unity.

10/19/2021: Fixed errors with Java and eclipse

10/28/2021: Created a scene changer script for Unity

10/29/2021: Can now add objects to wiring scene and move them around the scene

11/4/2021: Started working on adding wires to the wiring scene

11/15/2021: Can move wires around the scene

11/28/2021: Added highlighting to pins when they are hovered over

11/29/2021: Renamed all the pins to the correct name, Added the name that shows up when hovering over a pin, can now click two pins and a wire connects them

11/30/2021: Added two new prefabs that have pins on them. Added prefabs to the scene and named the pins accordingly.

12/1/2021: Filled in my part of the PowerPoint

NEW YEAR

2/1/2022: Edited User Interface section in the SRS to meet standards set by the example SRS.

2/2/2022: Fixed my Java to run the program and took pictures of the interfaces to fill in User Interface section in the SRS.

2/3/2022: Fixed section 1 in the SDS to meet standards set by the example SDS. Started working on TCP/UDP bug fix.

2/5/2022: Finished working on the SDS and SRS. Submitted them for review.

2/7/2022: Started filling out my section of the PowerPoint.

2/8/2022: Merged all branches and created a document to start tracking bugs and how to simulate them.

2/9/2022: Created a functioning demo and merged everyone’s branches together.

2/10/2022: Completed Sprint demo

2/24/2022: Integrated the wiring scene and the bot customization scene.

3/2/2022: Added keys to the mesh around the boe-bot so they can be referenced. Worked on the SRS and adding adits from Dr.Akbas.

3/4/2022: Was able to get the wiring change to work with the left face of the bot-bot

3/5/2022: Added wiring change to all faces of the boe-bot. Merged Daniel’s branch into my branch and fixed problems caused by merge. Added wiring change to the IR sensors. Added pins to all sensors used in the simulation.

3/6/2022: Finished the SDS and fixed pins from flying around the scene.

3/9/2022: Working on fixing wiring scene bug. Merged Daniel’s branch. Created unity executables. Merged Arduino interface and added panning in the wiring scene.

3/10/2022: Working on the wiring scene bugs.

3/21/2022: Fixed the wiring scene bug with adding components late and switching scenes. Fixed bug where a user could attach a sensor in the wiring scene.

3/28/2022: Edited the product backlog and merged main into my branch to update everything.

3/31/2022: Started working on the final draft of the SRS. Editing the comments provided by Dr. Akbas and the TA.

4/3/2022: Continued updating the SRS and editing the images to be up to date. The requirements were also looked over to ensure they covered the entire project.

4/4/2022: Finished the editing of the SRS and started work on the SDS.

4/5/2022: Added new pictures to the SDS and edited all sections.

4/13/2022: Added the wiring camera to the pins so they will highlight when the user hovers over them. Added them again because they were deleted during a merge conflict.

4/14/2022: Started working on the wiring interface. Adding extra clicks so the user can create a wire with multiple vertices.

4/15/2022: Almost finished with the wiring interface. The wires can now create a line with multiple vertices and are saved when the user exits the scene.

4/16/2022: Wires are now deleting themselves after they are placed for some reason. Working on a fix for that and making the overall interface more attractive. Merge commits from this day are “I hate c#” and “crying”.

4/17/2022: Wiring is finished and working on making the interface more user friendly. Adding a color change to the wire when it is placed so the user understands that the wire is placed.

4/18/2022: Wires no longer show up when the wiring camera is not active. Merged Daniel’s branch to be up to date with the simulation changes.

4/19/2022: Changed the entire interface for all three scenes. The component menu is now in the middle and has new buttons to switch through each option. The scenes also have new buttons for switching to them. When in the wiring scene or the bottom view scene a back button appears to take you back to the main camera view.

4/20/2022: Created a new wire color changer because the old one is broken. Also fixed the components not moving back the correct position when not in the wiring interface. Edited my part of the presentation.

4/21/2022: Gave a presentation 😊