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.