Keely Mashburn

CS 490

**Engineering Notebook**

Week 1: 9/16 – 9/12

* Group Assigned, began discussions about project with group members

Week 2: 9/13 – 9/19

* Group meeting discussing structure and plans on how to divide work and complete project
* Project vision and plan work
* Made mockups for bot customization GUI for Unity

Week 3: 9/20 – 9/26

* Beginning work on Java side of application, working on Arduino IDE and UI work
* Weekly sprint meeting

Week 4: 9/27 – 10/3

* Working on UI work to match original IDE in terms of looks, committed changes to GitHub
* Sprint 1 Presentation preparation and rehearsal
* Version 1 of SRS and SDS work
* Weekly sprint meeting

Week 5: 10/4 – 10/10

* Sprint 1 demonstration and presentation, more work on Arduino UI
* Beginning of sprint 2 works
* Met and discussed and planed work for second sprint
* Weekly sprint meeting

Week 6: 10/11 – 10/17

* Discuss and work on test plan
* Weekly sprint meeting
* Styling work for UI, committed changes to GitHub

Week 7: 10/18 – 10/24

* Test plan document due
* Implemented first part of text coloring and identification, committed changes to GitHub
* Added needed JAR file in project setup
* Weekly sprint meeting

Week 8: 10/25 – 10/31

* Began work to add other text keyword colors to matching function
* Fully implemented all keyword colors for matching function
* Tested changes and fixed small bugs that occurred
* Worked on sprint 2 PowerPoint and demonstration
* Weekly sprint meeting

Week 9: 11/1 – 11/7

* Began working on new bugs with color matching
* Fixed coloring bugs
* Sprint 2 presentation and demonstration
* Weekly sprint meeting

Week 10: 11/8 – 11/14

* Implemented comment matching to pattern matching function
* Added gray coloring to comment
* Weekly sprint meeting

Week 11: 11/15 – 11/21

* Began work on console output and file selection and saving
* Slight redesign of console portion of IDE
* Weekly sprint meeting

Week 12: 11/22 – 11/28

* Working on console output
* Weekly sprint meeting
* Met with Danny to work through console and Arduino compiling issues

Week 13: 11/29 – 12/5

* Finished console output for IDE
* Worked on making Sprint 3 demonstration PowerPoint
* Sprint 3 demonstration and presentation