Team Bi-Weekly Status Report
CSCE A401 Software Engineering
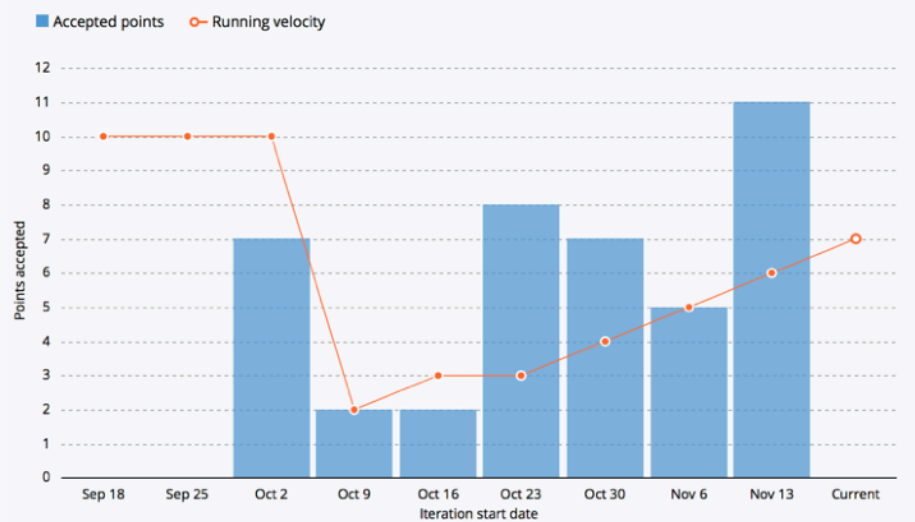
Team Name:TEAM AWESOME	Report As Of Date: 20 Nov 2017
Project Name:SNAP	Date of Last Client Mtg: 3 Nov 2017

Velocity:

Points Accepted

Volatility: **33%** - Standard Deviation: **2.3pts** (based on past 3 iterations)

■ Accepted points   —O— Running velocity

Next Two-Week Stories: We need to separate threejs code so it is organized based off functions. Implement cluster connecting edges, to save on overall rendering. Make graph only show dominant concept of a given cluster when camera is close. Make PartiViewGen output a file format that will read into threesjs. We will need to connect our current buttons on the page so they will work with making changes to our visualizer.

Last Two-Week Story Accomplishments: We added a basic layout for a control panel on our visualizer page. Implemented the rendering of nodes of the graphs and edges of the graph in threejs. For program performance we made labels render only if they are close to the user. We made labels face the camera. We adapted PartiView to output all information needed to render graph in threejs.

Risks: There is a risk that this project will take us longer than the given semester - There is also a risk that we will be using to much memory in our visualizer. This will make the page not run very smooth on older machines.

Issues: Having trouble implementing the code for the visualizer directly on the page rather then calling it thought a html page. The amount of memory currently used by the visualizer could be an issue.