

# Team Bi-Weekly Status Report

## CSCE A401 Software Engineering

Team Name: TEAM AWESOME

Report As Of Date: 25 Oct 2017

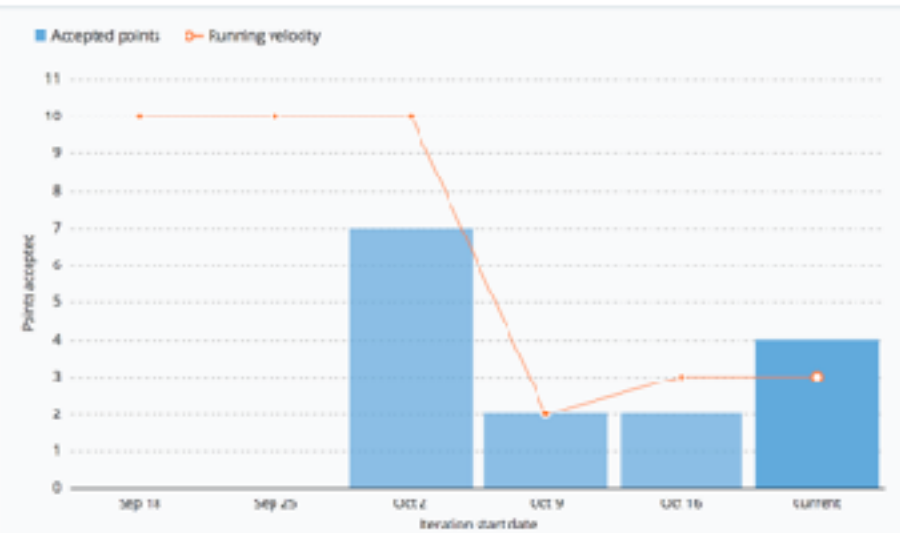
Project Name: SNAP

Date of Last Client Mtg: 16 Oct 2017

Velocity:

Points Accepted

Volatility: 64% - Standard Deviation: 1.5pts (based on past 3 iterations)



**Next Two-Week Stories:** We will be adapting the partview file generation to output the data in the needed file format. We will also be implementing the edges and labels into the three.js visualization. There is also a file generation bug that we are looking into.

**Last Two-Week Story Accomplishments:** We figured out how to optimize our visualization in order to be able to generate the large amount of objects that we need. We added tabs for file selection on partview, raw, and 3d visualization files, and linked selected files to tabs.

**Risks:** There is a risk that this project will take us longer than the given semester - there are too many potential features to implement in that amount of time. We think, to alleviate this risk, can accomplish more points per iteration, and continually reevaluating which features we'll be implementing.

Issues: We had a problem generating such a large amount of objects in our visualization. We determined there were two methods to overcome this problem. The first was to create a single large structure which reduces the number of draw calls. The second was to use html5's web workers to implement parallelism. We opted for the first, but are keeping the second in mind should we run into other issues.