

# Team Leader Report Week 6

## Progress Report:

This week was a little slower in terms of project progress as we all had other assignments to tend to and work to be done. Our main focus this week was to get Blockly working with our own Java code. That being said, there was plenty of behind the scenes work that was done. Aidan has continued to collaborate and help Mitchell with the blockly integration and they began creating custom blocks to use specific to our application. The 'toebes' library that we have found provides a perfect replacement for blockly and allows for custom blocks to be created, exactly what we need. Some drafts of specific blocks to be used were put to the team and we have all decided on what blocks would be the most useful for the end user (novice programmers. As we are using scrum software development design, we are incorporating tests to be conducted at the end of each week, for blockly however it requires additional libraries so this makes JUnit testing difficult, these will have to be looked into. The blockly generator will not be tested as this was already tested by the original creator. We don't believe it requires additional testing.

Aidan also worked on getting the authentication for the login system working on our server/prototype, this works locally however some issues arose when pushing to our servers. This will be looked into further next week. David continued his work on the modular user interface and also helped Aidan with the authentication. He also created some debugging functionality for our blockly design when turning it to Java code. This can be found in the SoGaCo debugging branch on github. Finally david encountered a bot verification issue that throws an error, unfortunately this is currently blocked by the authentication issue and thus David began working on that.

Ashraf turned his work on the designs in photoshop into usable code and created the UI for our prototype. He was busy with other issues this week. We intend to meet up over the semester break and continue to work on the project during this two week sabbatical. This may or may not occur due to members having other requirements.

I personally did a little less on the project this week as i had two assignments to be completed by the end of the week, and these took precedent over this project. I transferred all of our documents over to the github documentation and set up trello to work with our errors, David added a plugin which added an error to github each time one was added to trello. After some deliberation we decided the current communication networks were too scattered and so we have now removed the use of Google groups and left Facebook chat for communication of things that need to be said to the whole group. We have trello for our error tracking and feature updates and this allows us to track where each issue is as well. This week all members contributed positively and were on time with their hand-ins of work.

All documents can now be found on GitHub: [Capstone/docs/](#)

Errors and features are now on Trello: <https://trello.com/b/9o1MNJrl/spaceships-sogaco>

## **Current Timeline Planning 17/8/15:**

[https://docs.google.com/spreadsheets/d/1AWDUAikX68S3jjiZb\\_aQyp-35hKiNGO59wKV4aAwJU8/edit#gid=0](https://docs.google.com/spreadsheets/d/1AWDUAikX68S3jjiZb_aQyp-35hKiNGO59wKV4aAwJU8/edit#gid=0)