Team Leader Report Week 11

Progress Report:

After taking on the feedback from our supervisor and some end users, we have made some considerable changes to the blockly module and the user interface. We focussed on making the blocks more user friendly using less coding language and using more descriptive words so the end user can easily write a bot using plain language rather than 'coding' language.

There was a lot of work put in this week and because everything is close to completion, David, Aidan and Mitchell all worked together on the blockly, ensuring that the blocks that were created and edited worked properly and Ashraf and I (Josh) worked on the user interface. New blocks were implemented as well as current ones thoroughly tested to ensure that they output the correct Java code to be sent to the server. A good part of the weekend was spent together working on blockly, creating different bots to make sure that more than just a single simple bot could easily be created by the user. Mitchell also completed testing of blockly and worked on getting it automated in the build test. There were many different user interface issues across all pages, these were split up between Ashraf and I to ensure that we did not work on the same component at the same time. Navigation bar changes were moved to angularJS instead of raw HTML and scalability on all pages were made to accommodate screen sizes from 1024x768 up to 2048x1536.

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 10/10/15:

https://docs.google.com/spreadsheets/d/1AWDUAikX68S3jjjZb_aQyp-35hKiNGO59

wKV4aAwJU8/edit#gid=0