Team Leader Report Week 10

Progress Report:

This week was incredibly busy. We took the feedback from the week 8 milestone report on board and worked out the issues that arose from that. These issues were marked out on trello, and then assigned to the appropriate team member. The main issue for us was that the application had some compilation errors when creating a bot as well as a lack of custom blocks available for the user to freely create a working bot.

David was responsible for fixing the compilation error as well as fixing some of the blockly blocks not rendering on load. Aidan and Mitchell worked hard on creating bots for the API.They both refactored code to reflect space battles from sea battles (some of the blocks were misnamed). Mitchell also fixed some of the errors resulting in the tests failing on Firefox. Ashraf was responsible for fixing the user interface errors and adding scalability on all screen sizes. He noted that he would be away for the first two days of the week in Auckland for work. He said he had done some work on the editor page and the login page, but as i had also worked on the login page and done more work on it, we went with my changes. The work he said he had done for the editor page was not committed.

This week i worked on the user interface taking any issues which Ashraf was not assigned to and worked on them. Things like getting the navigation bar the same on all pages. This required adding AngularJS to link to a separate HTML file with the navigation code in it and adding the HTML for the navigation bar into the file. I also tidied up the CSS files linked to each of the pages as some of the styles had been duplicated.

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 04/10/15:

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

wKV4aAwJU8/edit#gid=0