

Daniel Fratila, Cameron Day, JP Pierce, Ryan Sellers

Sprint 3:

Challenges faced:

- Augur installation on MacOS took very long (almost 20 hours) and only works if the mac is using intel, not Arm.
- We're still unclear on how to actually use the provided virtual environment and how to push our changes to the server.

Progress thus far:

So far, we've been struggling with MacOS installs so we are making documentation to help any potential user with installation. After nearly 20 hours of trying to get augur to work on MacOS, we were able to get it to work on an intel based mac machine but it is still unable to work on our Arm based machines. The documentation (still a work in progress) can be found in the in docs folder with the link at the bottom of the page. We plan on expanding the documentation to be more beginner friendly for sprint 4.

We haven't been able to progress much past this but sprint 4 will be when we make the bulk of our project, adding themes, editing the general layout of the page as well as changing the current design of the page, and hopefully allowing the user to print the page to pdf to be easily shareable.

Links:

<https://github.com/Dfratila/augur/tree/main/!SemesterProject> - Semester project folder of the repo.

<https://github.com/Dfratila/augur/blob/macos-doc/docs/MacOS-Install-Steps.md> Documentation so far. (we haven't merged the branch into main yet since it isn't done)