

# Personal Page Noorez

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## Feb 1 (3hrs)

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- Searched for Facebook share plugins but do not have the appropriate resources right now to test or implement it.

## Feb 2 (5hrs)

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- Worked on project plan and project requirements

## Feb 5 (2hrs)

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TODO:

- Milestone Dates - every requirement will be a milestone
- Tie issues to milestones
- Milestones should reference the requirement numbers

## Feb 6-7 (2hrs)

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- Create the milestones and tie them to issues

## Feb 9 (5hrs)

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- Review requirements documentation and project plan
- Layout milestones in project plan

## Feb 17 (4hrs)

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- Add basic support for sending e-mail notifications

## Feb 19-20 (5hrs)

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- Create the user profile stuff to tie in to user account creation
- Fix the modules to encrypt and create account creation and notification e-mails

## Feb 20-28 (32hrs)

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- Now able to send e-mails and also activate accounts when user clicks on activation link
- Work on a possible configuration file so that "FROM" e-mail address does not have to be hard coded
- Do some research on how to integrate CAPTCHA into django views
- Get Facebook to allow team members to use the Facebook app
- Starting to be able to get social plugins to work (can post random comments to my facebook timeline)

## Mar 02 (5hrs)

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- Facebook like button now displays on home timemap page with braedon's help
- Addressed review documentation from biomembrane group

## Mar 03-13 (28hrs)

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- Do additional Social Media plugin research to easily share to user's feeds
- Made improvements to CrawlScripter testing engine so that it can be applied to EPL acceptance tests
- Start considering how to actually make these acceptance tests

## **Mar 15-19 (20hrs)**

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- Resolve issues with facebook social media plugin
- Add twitter and google+ 'share buttons'

## **Mar 23-26 (12hrs)**

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- Begin drafting acceptance tests for TimeMap
- Perform manual tests on the TimeMap to find any bugs

## **Mar 27-31 (30hrs)**

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- Write acceptance tests for the TimeMap, still TODO is they HYQ acceptance tests
- Minor help with filling in the help documentation
- Bug Hunt! Search for defects/enhancements to the TimeMap
- Make sure chosen licence is appropriate for all the libraries that we are using

## **Apr 1-2 (10hrs)**

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- Final acceptance tests checks
- Final bug check analysis
- Final fixes to emailer module
- Close finished milestones/issues