

# MEMORANDUM

**To:** Bruce Bolden

**From:** Joe Leister

**Subject:** Design Specification Version 1.1

**Date:** March 9, 2017

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## Summary of Team Efforts

The team met after class on Thursday (Mar 2nd, 2017) where we discussed the design specifications for the project and divided up the sections the we identified for the document. For the introduction section, Animesh volunteered to write the sections on the summary of the project and the purpose while I wrote the definition of terms and references to helper code. I suspect as the project continues Animesh's part will be tweaked and my part will be expanded. (some things may even be deleted if we find out they won't work for us the way we want.) Adrian and Robert took on the component overview section. Andrew took charge of the design decisions section and Megan developed the rough timeline for the project.

All the sections were more or less done by 6:00pm on Tuesday (Mar 7th, 2017) allowing Animesh to compile it into one fluid document and then Seth went through and made edits as well.

## My Two Cents

I went through the documentation that was in the repository for this assignment and tried to pull out terms that should be defined for clarity or understanding so that the team and stock holders hopefully all have the same understanding of what we are doing. I also tried to define acronyms that either team members or stock holders may not be familiar with in order for everyone to be on the same page. I went through and tried to identify as much as I could think of currently but, I expect that as the project continues both the list of terms will increase as well as the list of helper software and code.

# Appendicies

## Design Specification Document

The current complete version of the Design Specifications can be accessed at our team Github page via the following link. <https://github.com/GoofyGlasses-CS383-S17/Design-Specification/blob/master/Working%20Draft/designspec.pdf>

## Rough Timeline

- March 6 • Design Specifications Version 1
- March 21 • Begin Version 1 of GoofyLights
- March 23 • Unit Testing of Version 1
- March 28 • Develop Single Node Editor
- March 30 • Unit Testing Single Node Editor
- April 4 • Develop Multi-Node Editor
- April 6 • Unit Testing Multi-Node Editor
- April 11 • Develop Grid Editor
- April 13 • Unit Testing Grid Editor
- April 18 • Extra time to catch up or add additional features
- April 20 • Goal Specifications for System Testing
- April 25 • System Testing
- May 1 • Preparation for Final Presentation
- May 4 • GoofyLights Final Presentation