Memorandum

To: Bruce Bolden

From: Joe Leister

Subject: First Sprint

Date: March 30, 2017

Summary of Team Efforts

The team has been working mostly through slack to communicate as trying to meet in class has proven very difficult regardless of where in the room we meet there is too much going on and the microphones pick up the sounds from all over the room. Also the conference room we meet in has a hard time with audio as the people in the room either come across really soft or if you boost the gain on the microphone they get drowned out by the HVAC system.

I think the team has been working well together. Being at a distance and working mainly through text communication I find it difficult to stay on the same page as everyone that is there in person. It is also a little difficult to judge how people feel and make sure we all feel like the work is getting equally divided.

This sprint went well Adrian took the reigns on sending out class diagrams and updating them as needed so the team could stay on the same page. Seth worked on keeping the design specification document up to date. I reluctantly volunteered to head up the GUI and although everything isn't working on it (most items are constructed and I have most of the action listener stubs created) as the backend gets developed I am able to link it to the GUI and we can start to see it come together. Git and GitHub would be valuable in any team development project but, since we are spread across the state this has proved even more valuable as someone can push a change and in a few seconds we can all be on the same page again.

My Two Cents

During the design specifications phase I threw together a possible GUI interface to get an idea of what we wanted the end GUI to look like. I had a bunch of design flaws as I was going strictly for fast and dirty and only cared about the screenshot at the end not if it was set-up right. Apparently, the team either liked my ideas or hate making GUIs and

I volunteered to work on the GUI part of the project after a moment of silence without volunteers. During this sprint I have gotten the menu bar up and a grid with 200 nodes displaying in the GUI. I worked a lot on cleaning up the componenets under the hood of the GUI so I can get a filechooser to pop up for opening files and getting the grid buttons to be able to get and use their row and column information in order to make changes to specific nodes.

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