**Team Yellow: Load.In**

**Weekly Development Report # 13**

**Performance Period:** 4/12/2021 - 4/18/2021

1. **Group Accomplishments:** 
   1. **Meetings**
      1. 4/12/2021
         1. Discussed dry run with Lowell
         2. Discussed schedule
         3. Demonstrated some key features
2. **Individual Contributions/Accomplishments:** 
   1. **Byron**
      1. Lab 4 User Manual
      2. Helped with logistics planning feature
      3. Helped with logistics web API
      4. Refactored Load Plan Generator for use with Logistics
      5. Fix bug with load plan navigator
      6. Altered box color fragment shader program
   2. **Jason**
      1. Lab 4 User Manual
      2. Final Demo Preparation
      3. Discovered [TOP PRIORITY]: CRITICAL BUG in Logistics UI
   3. **Greg**
      1. Worked on implementing Logistics with Paul and Byron
      2. Worked on User Manual (Lab 4)
   4. **Chris**
      1. Recreated the Main Menu UI
      2. Changed the toolbar to navigate to the correct pages
      3. Implemented the test harness page into the app, allowing users to generate a random inventory or delete an entire inventory
      4. Worked on user manual
   5. **Lance**
      1. Worked on user manual.
      2. Worked on user manual outline.
      3. Created backend functions for test harness.
   6. **Paul**
      1. Finished Logistics planning with Byron and Greg
      2. [**TOP PRIORITY]: Centered Logistics Calculation Button to please JSON (bug bounty of .0001 DOGECOIN)**
      3. Worked on User Manual (Lab 4)
3. **Issues/Concerns/Memes:**

Memes:

Concern: