**Project 6**

**Date 11/30/16**

We are making a simple non-malicious web browser bug/virus.

First on the list is the design, and for the project it will be based on and designed like a hacking group from the recently released Watchdogs 2 video game.

We are finding sound clips, images, overlays, etc.

* Nate is primarily in charge of functional coding and design choices.
* Tyler and Isaac are making or finding something to use as a popup on screen.
* Quinn is in charge of finding a gif type background, some logos, etc.
* Vincent is doing the sound for the code of the project.
* Tyler is also working on an idea of his to add a fake download as part of the project.

The process of finding a gif/image to popup is coming to a close, and the voice that we will use or possibly going to use is an evil laugh played on a loop.

It has been decided that the popup will be a Gif from the DEDSEC group from Watchdogs.

Isaac is looking at programs to download or manipulate that could be used for the project.

Numerous GIFs, overlays, etc. have been collected and placed in a folder for use in the virus.

Tyler has continued to brainstorm more add-ons, and is working to make some functional

**Date 12/1/16**

The code for the virus could be started, though with a couple of the team members out for the day, the process would be slower and we have decided to postpone for the day to find more assets and brainstorm the functionality of different mechanics.

**Date 12/2/16**

We have all the content for the project we need, and with the whole team present, code can be started

Source tree will be used to package all of the code into a repository and later it will be uploaded to GitHub.

The code for the project is being uncooperative and the team is trying to find a program with the same basic function which could be altered to fit the browser bug.

**Date 12/6/2016**

A program has finally been found that can be used for reference, and Nate has already modified the code to work for our project.

Manipulating the reference and getting it to stay functional is still a difficult process and as so, is taking a while to complete

**Date 12/7/2016**

We still have to make the DEDSEC program popup in full screen and add the functionality to allow it stay on the screen without disappearing.

Vincent is attempting to help Nate debug various problems with the Java Script for the project.

**Date 12/8/2016**

The only thing left to do is insert pictures for the code and it should be done.

Nate is sending the code to Vincent and Quinn so they might make corrections to any unseen errors. It has been noted that the code functions differently (usually incorrectly) on every device, so turn-in is on hold until it is fixed.

With Vincent gone for the day, Quinn and Nate are assessing the problem, and it is being solved.

**12/9/2016**

Not much else has been done besides assessment of errors and solution for them.

**12/12/2016**

the project is to be turned in today.

We have finished the bare minimum framework, but had to remove various functions to keep the project as a whole working, still going to consider it a work in progress.

**12/13/2016**

The browser bug (project six) is complete, but with our resident Source Tree expert out today, it cannot be turned in. (SIDE NOTE: Nate needs to learn how to fix Source Tree)

The GitHub repository has been filled with the project and all of its files, and the project will be turned in tomorrow on account of Isaac’s absence today.