

# Project Status Report III - October 24, 2023

Github link - <https://github.com/Shanthaaa/CS673-project-team-2>

Team Members -

1. Yuchen Zheng - Backend Developer
2. Xinyu Yang - Frontend Developer
3. Yuan Gao - UI Designer
4. Chandana Nandan - UI Designer and Document Writer
5. Shanthakumar Sivakumar - QA and PM

## **Yuchen Zheng (Backend Developer)**

- I've made significant code modifications in the api.py file and introduced a new file called cube\_status.txt to accommodate the latest features.
- This update enables our program to store and manage Rubik's Cube data efficiently.
- Three essential functions have been integrated- reading previously saved Rubik's Cube data, updating the stored Cube data, and resetting the saved Cube data to its original state.
- To facilitate testing, a comprehensive Program Testing Guide dated 23rd October 2022 has been uploaded.

## **Yuan Gao ( UI Designer)**

- During this reporting period, I actively collaborated with my team to prepare our midterm presentation.
- In partnership with another UI designer, Chandana, we jointly developed a preliminary design for the cube input page and the game page.
- This involved close communication with both our frontend and backend developers to finetune the UI design.
- We had virtual and in person meetings and Our focus was on enhancing the user experience and refining the visual aesthetics for our application.

## **Xinyu Yang (Frontend Developer)**

- Successfully implemented the use of EffectComposer, RenderPass, OutlinePass, ShaderPass, and Raycaster functions from Three.js. This enhancement allows for the visualization of selected cube outlines.

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- Leveraged Three.Group and employed rotateOnWorldAxis to enable the rotation of specific Rubik's Cube layers. The update MatrixWorld and getWorldPosition functions were used to ensure the accurate positioning of the rotated cubes.
- Completed the Rubik's Cube simulation, enabling users to interact with the cube using arrow buttons and drag and drop functionality.
- Developed a dedicated game page featuring various functional buttons to enrich the user experience.

### **Chandana Chenchula Nandan (UI Designer and Documentation)**

- Designed the input cube page with a focus on user-friendliness and optimized organization of page elements.
- Created meeting minutes for virtual meetings held throughout the week, with a particular emphasis on project design and its impact on user experience.
- Collaborated closely with Yuan, another UI designer, during meetings to enhance the project's design and user experience.
- Prepared a comprehensive Software Requirements Specification (SRS) document, incorporating feedback and further discussions.
- Prepared a project status report to summarize the current project status.
- Engaged in in-depth discussions with the development team to address security requirements and ensure the project's robustness and user safety.

### **Shanthakumar Sivakumar (PM and SQA)**

- Organized weekly team meetings to discuss the project's progress.
- Created a PowerPoint presentation for the midterm project review.
- Followed up with the frontend developer regarding the demo video and the delivery of the first webpage.
- Followed up with the UI designer to ensure the delivery of all designs for our project's web pages.
- Conducted an initial code review of the development done so far.

## **Minutes of meeting**

Meeting Minutes - October 23, 2023

Time - 9.00pm - 10.00 pm EST

## Team2-Status report

### **Attendees -**

Chandana Nandan,  
Shanthakumar,  
Xinyu Yang,  
Yuan Gao,  
Yuchen Zheng

### **Meeting Minutes**

#### Agenda-

1. Project Status Update
2. Task Review
3. Future Work and Timeline
4. Feedback Integration and Focus

#### Meeting Minutes -

##### 1. Project Status Update -

During this meeting, we discussed the current status of the project. It was reported that the User Experience (UX) design phase has been successfully completed, and the development team is now actively working on further improving the user application.

##### 2. Task Review-

Each team member shared their recent work and contributions-

- Xinyu and Yuchen provided insights into the ongoing work of developers, particularly in enhancing the user application.
- Yuan reported on the progress of the development team, focusing on incorporating feedback received from the midterm evaluation.
- Chandana shared updates regarding the completion of the UX design phase and its alignment with the professor's feedback.
- Shantha conducted the meeting and discussed the requirements.

##### 3. Future Work and Timeline-

The team stressed the importance of adhering to the project timeline. The upcoming tasks include -

- Continuing the development of the user application based on the inputs received from the midterm evaluation.

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- Collaboratively working to ensure that the user application aligns with the feedback provided by the professor for further refinement.

### 4. Feedback Integration and Focus-

The team emphasized the significance of focusing on feedback received from the midterm evaluation to enhance the project. It was agreed that the professor's insights would be a valuable resource for making necessary improvements.

### **Action Items-**

- Development team to continue working on the user application, keeping feedback from the professor in mind.
- Regularly communicate and collaborate to ensure the project's alignment with the received feedback.
- Plan for a follow-up meeting to review the progress and discuss any challenges.

The meeting concluded with a commitment to refining the project in line with the feedback received, aiming for a successful outcome.

Next Meeting - October 30, 2023.

Overall, the team has been actively working on their respective tasks, and we're making steady progress toward our project goals.