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| **Project Name** | Pogo Gakkō |
| **Team Name** | Team Tomodachi |
| **Team Members** | Windjy Jean, Andrew Godfroy, Patrick Gingras, Patrick Cowan, Sarah Liu |
| **Project Manager** | Windjy Jean |
| **Report Week** | Week 6 (Mar 07, 2019 - Mar 13, 2019) |
| **Report Date** | Mar 13, 2019 |

**Overall Status**

**Green In progress on schedule**

**Amber At risk to complete as scheduled; recovery plan in place**

**Red Will not start/stop as planned; recovery plan required**

**Team Objectives:**

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| **Overall Status (Red, Amber, Green)** | **Green** | | |
| **Tasks** | **%** | **Status** | **Risks /Issues** |
| Team Meet: finalize pages required for current scope and how to add possible future implementations | 100 | Current scope includes a raid group room page for communications. Future implementations (user profile button pages) can be added as a high opacity overlay. They can be closed with a “x” button top right or by selecting a tab from the bottom menu. |  |

**Windjy Jean Objectives:**

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| **Overall Status (Red, Amber, Green)** | **Green** | | |
| **Tasks** | **%** | **Status** | **Risks /Issues** |
| Set up technology stack and Docker container for development environment | 25 | Docker will be used with our project for repo and deployment strategy purposes. Currently researching. |  |
| Create wireframes of the web pages for this app | 75 | Raid Comms page created. Wireframe creation will continue after completion of the current 3 pages. |  |
| Profile Page | 75 | Procured assets for the badges, Pokemon and trainer models. Front-End Team has decided to overlay Profile’s subpages on itself. |  |
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| **Focus For Next Week** |  | | |
| Completion of the Profile page. Adding aforementioned assets to the page, figuring out how they’ll be positioned and code them in. | | | |

**Andrew Godfroy Objectives:**

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| **Overall Status (Red, Amber, Green)** | **Green** | | |
| **Tasks** | **%** | **Status** | **Risks /Issues** |
| Complete the initial development of our Authentication Server | 100 | Oauth has been configured and is working. User Creation is working. |  |
| Write User Registration OAUTH Views for Authentication Server to compliment the API Endpoint | 0 |  |  |
| Figure out how to get Cross-service Authentication working with the Authentication Server | 0 |  |  |
| Gather team-created assets, documents, and documentation; centralize collection of resources. Created as of March 5th | 75 | Central Documentation Repository Created (<https://github.com/TeamTomodachi/GakkoDocs>).  All documentation to date has been uploaded. Waiting on digitization of past Meeting Minutes for completion |  |
| ProfileService - Write DB Models for ProfileService. Controllers for basic Profile CRUD | 25 | Microservice have been created. Basic DB Models Created |  |
| Metadata Service - Write API Controllers CRUD to Manage Metadata | 25 | Microservice have been created. Basic DB Models Created |  |
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| **Focus Next Week** |  | | |
| Continue the development of our Authentication Server. Continue working on development of Profile and Metadata Microservice | | | |

**Patrick Gingras Objectives:**

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| **Overall Status (Red, Amber, Green)** | **Green** | | |
| **Tasks** | **%** | **Status** | **Risks /Issues** |
| Set up RabbitMQ (asynchronous message queue) | 100 | The Authserver and ProfileService both connect to rabbitmq and can properly communicate with messages. |  |
| Configure AuthServer to connect to PostgreSQL database in docker | 100 | The migrations have been regenerated to work with postgres, and the application can now use postgres rather than MSSQL. |  |
| Configure the ProfileService to insert a new user into the DB when a UserCreate message is received | 25 | The ProfileService can receive messages from the AuthServer. The logic to insert a new user needs to be implemented. |  |
| Implement the API Gateway for the ProfileService | 0 | The core logic of the ProfileService needs to be implemented. |  |
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| **Focus Next Week** |  | | |
| Implement necessary code to have ProfileService insert users into the DB when a UserCreate message is received. Configure API Gateway to allow access to the user entities from the client application. | | | |

**Patrick Cowan Objectives:**

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| **Overall Status (Red, Amber, Green)** | **Green** | | |
| **Tasks** | **%** | **Status** | **Risks /Issues** |
| Set up technology stack and Docker container for development environment | 50 | Research into our implementation with docker is ongoing. We are collaborating with the back-end team to form a proper implementation plan. This week I have shifted my focus onto other tasks. |  |
| Contribute and collaborate with front-end team members on wireframes. | 75 | Currently collaborating with front-end team members. We are continuing to add to existing pages and creating new ones this week. |  |
| Creating “Raids” page - one of the views of the application. | 50 | Continued to create base layout for this page with placeholder data. Need to create sub menus for adding and entering raid rooms. |  |
| Digitize any written notes/documentation/minutes for the project. | 50 | I’ve begun to digitize written notes as part of the project documentation. This will be compiled into one document when we eventually submit all project documentation. It will also make this data available to all group members at any time. I still have some more meeting minutes to digitize. |  |
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| **Focus Next Week** |  | | |
| Continue to work with Ionic framework, focusing on the raids page. Continue with digitizing any written notes (meeting minutes, etc.) as part of project documentation. Plan a more formal style guide to put into our documentation. | | | |

**Sarah Liu Objectives:**

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| **Overall Status (Red, Amber, Green)** | **Green** | | |
| **Tasks** | **%** | **Status** | **Risks /Issues** |
| Set up technology stack and Docker container for development environment | 25 | On pause as I work on design aspects. |  |
| Create web page wireframes that incorporate CSS configurations | 75 | Final wireframe for current scope will be based on raid group room mockup (below). |  |
| Create mockup for raid group room. | 25 | Raid group room will allow for player interactivity and communications. Players should be able to see Pokemon and locations within the raid train, possibly post messages, and receive notifications sent by the raid leader. |  |
| Create original assets or find free assets for project to avoid copyright limitations | 100 | Found Pokemon Go assets ripped from the game’s api. Assets used will include:   * Pokemon → POGO 3D Pokemon models * Badges → POGO badge models * Icons → POGO item models * Trainers → POGO trainer silhouettes, as POGO trainer models are made from texture maps |  |
| Create Project Plan Document and integrate team-created documentation | 25 | Started structure for Project Plan, will continue to develop and add onto document over the course of the project |  |
| Digitize meeting minutes | 0 | Needs to be transferred from notebook |  |
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| **Focus Next Week** |  | | |
| I will continue to work on the mockup for the raid group room, and begin collecting my project-related material to post on the group’s Github. | | | |

**Project Level Risks:**

As we are building the client’s project from scratch, we need to create a base upon which to build the requested features. Our current goal is to develop a foundation upon which everything else can rest, meaning that we need to research different components and frameworks and develop a solid system that can be expanded upon in the future.