**WEEKLY STATUS REPORT FOR THE WEEK ENDING ON  
*Jeremy Scott, Chad Reynolds, Darcie Odom***

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***ACTIVITIES:***

Meeting on April 14 to discuss progress on the remaining goals for the system, how to approach documentation, and runs through different parts of the application to test functionality.

***ACCOMPLISHMENTS:***

Implemented the matchmaking and messaging sub-systems. Matching presents the users with matches based on different conditions, such as the number of classes in common and previous responses to matches. Messaging allows users to view the current messages in their inbox and create new messages to send to other users. All of the communication between users is managed through the server and its data store.

***ISSUES/PROBLEMS:***

Researching needed session code for persisting data between requests made by the application to save repeated computation during parts of the application where data will be requested in chunks, sequentially. The intention is to use these sessions during matching to send matches in groups rather than in bulk.

***PLANS:***

Polish the visuals, create documentation, test for more edge cases in the application.