Oscar So (ons4) & Aidan Chalnick (ac2597) & Tushar Khan (tak62)

- **Vision:** In one paragraph, what is your current vision for the system you are building? How has it evolved from previous sprints?

We think that given how we had to change our topic halfway through reaching the deadline for MS1, we are really proud of what we have researched, learned, and accomplished. Having to change our project from an interpreter from our own language to an online messenger platform hindered our progress a lot and we ended up successfully creating a mini, unaesthetic, communication platform so far, which we would like to expand on in the future.

- **Summary of progress:** Write a one or two paragraph description of what your team accomplished during the previous sprint. What functionality did you work on? What did you show off in your demo?

We were able to create a localhost server from Unix sockets that would start a small chatroom between multiple clients who were connected to the server. The clients would first have to provide their name and then they would be given an ID. This ID is really important when it comes to sending messages because it would let the server know which computer user the message was coming from to add to the strand of string messages previously sent. The read function would allow the user to read the history of the texts as it will display all messages corresponding to which user sent it in sequential order.

- **Activity breakdown:** For each team member, give a bulleted list of the responsibilities that team member had and the activities in which they participated during the sprint.

Oscar:

- Created message handler and mutable variables that would be displayed in the LWT output.
- Working on creating server (online establishment needs to be fixed).
- Learned that “learned” is not spelt “learnt”

Tushar:

- Created sockets to connect over the internet
- Created makefile for the project.

Aidan:

- Learned about protocols for open messaging system
- Researched unix module and socket functionality

- **Productivity analysis:** As an entire team, how productive were you? Did you accomplish what you planned? Were your estimates of what you could do accurate, or far off? Write a paragraph addressing those questions.

Given how many of us had prelims this week, we were not as productive as we would've liked. However, we did achieve our excellent scope of MS0 that we planned on attaining. We were really accurate in estimating what we could do since we recently succeeded in giving each user an ID relating to the server.

- **Scope grade:** Give your team a scope grade for this sprint—Satisfactory, Good, or Excellent—based on your experience of those levels of scope in the assignments thus far in this course. Write a paragraph or two providing a detailed justification of why you gave yourself that grade. Please be honest: we want you to reflect candidly on your progress. Your sprint grade is not going to be based on what you self-assign here.

Scope Grade: Very good. However, we could definitely make this excellent scope look more aesthetically pleasing. *Given the time we had,* ~ 6 days, we believe that we took advantage of what we could do during meeting times together and knocked out some good starting points to our project together. To elaborate: our satisfactory scope involved understanding messaging protocols, which we did. Our good scope implemented messaging protocol that initially just had to functions, read and send, that would just send the blank text that was typed out to the other user. We ended up fulfilling what we planned in the first place for the excellent scope: where we were able

to allow users to communicate with each other with a unique identification, and we even included the name of the user who sent the message inside the read function as well.

- **Goals for next sprint:** Set three goals for your next sprint, corresponding to what you believe would constitute Satisfactory, Good, and Excellent scope for that sprint. (You may omit this section in your final report.)

We want to improve many aspects of our system. They are listed below.

Satisfactory Scope:

- Currently any user in the system can send messages as any other user. Fix this bug.
- Implement direct messaging

Good Scope:

- Make sockets communicate with each other over an **internet** connection, not just on one computer's localhost.
- Improve group messaging by adding channels

Excellent Scope:

- Improve aesthetics. This involves adding colors to users, making a nicer terminal format, and hiding all information that isn't necessary for the user.