

To Bruce Bolden
From Homaja Pydi Kumari Marisetty
Subject Third development sprint for Goofy Lights Editor - Team 1

Introduction

This document provides my efforts for the Goofy Lights Editor third development sprint.

Overview

Goofy Lights Editor team project third development.

Summary

Worked on the grid class to set the tower grid area inside the main grid. Updated the grid layout such that the tower grid area will be represented with the black border. Worked on the frames to update the color only if this tower grid area is selected and will not update the color for other grid area. Added Documentation for the Grid part. Trying to add the selection of the tower grid area with mouse drag for final development.

Appendix

- The rough estimate for the development of the Goofy Lights Editor.
 - Week One (3/6 - 3/13) - Complete rough draft of Design Specification.
 - Week Two (3/13 - 3/20) - Spring Break
 - Week Three (3/20 - 3/31) - Initial Development (First Sprint): Sections of the editor were divided amongst team members. The sections were divided into: User Interface Shell - Max and Tim, File Save/load - Garret and Wyatt, Grid - Homaja and Sam, State changer - Hanna and Josh.
 - Week Four (3/31 - 4/11) - Second Sprint: Each sub-team continues developing their individual section. Keep documentation up to date.
 - Week Five (4/11 - 4/25) - Third Sprint: Complete build-in user interface using Qt by bringing all of the pieces together. Add in extra developments, such as; color wheel.
 - Week Six (4/25 - 5/2) - Initial Presentation of our work. Continued Development: Finish the previous sprint and put the pieces into prototype and update all documentation.
 - Week Seven (5/2 - 5/8) - Finish Development: Have the final program with full documentation, run final testing, and turn in project.