1. **Team Name: Outsourced™**
2. **Team Leader for this deliverable: Dakota Methvin**
3. **Team Members: Tod Jones, Vince Seely**
4. **Meetings:**

|  |  |  |  |
| --- | --- | --- | --- |
| **Time-date** | **Attendees** | **Agenda** | **Action Items (who will do what)** |
| None |  |  | We did not meet in person, since the bot requires an active instance. Vince ran it on his machine at home, and we worked independently using Discord to communicate. |

1. **Weekly Time Logs:**

|  |  |  |
| --- | --- | --- |
| **Person** | **Total Time in minutes** | **Tasks** |
| Tod Jones | 0 | TODO |
| Vince Seely | 293 | DiscordClient Wrapping |
| Dakota Methvin | 524 | Integration of R6Stats module, R6Stats tests, final report documentation |
| **Total Time:** | 817 |  |

1. **Issues:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Issue Number** | **Discovery Date** | **Resolution Date ( Est. – Act. )** | **Responsible Person** | **Description ( Prob / Resolution )** |
| 001 | 9/11 | EST: 9/13  ACT: 9/13 | Vince | Dependency issue in existing codebase (.NET core 2.1 vs lab-available 2.0) / UPDATED |
| 002 | 10/11 | EST: N/A | Vince | Bot will not connect to voice channel. |
| 003 | 10/9 | EST: 10/9  ACT: 10/9 | Dakota | PHP API contains dependencies incompatible with .NET / DROPPED |
| 004 | 10/11 | EST: 10/18  ACT: 10/18 | Dakota | C# API throws HTTP403 errors when HTTP429 is expected. / MOVED STATIC RESOURCE INTO PROJECT FROM API |

1. **Files and their locations:**

|  |  |  |
| --- | --- | --- |
| **Filename** | **Location** | **Contents** |
| the-godfather repository | https://github.com/VinceSeely/the-godfather | Forked project from original source |
| C# API repository | https://github.com/methvind/RainbowSixSiege-CSharp-API | Forked resource from original source |

1. **Plans for Coming Week:**

* **None, project complete**

1. **Comments:**

**Engineer 1:** *Tod Jones*

TODO

**Engineer 2:** *Vince Seely*

This week I used my knowledge of refactoring to start a refactoring the system to be more testable. As I went through looking at how to make it more testable I made sure all I did was put the current functionality behind an interface. As I worked I realized that I would not be able to get the system close enough to actually make it testable. This is really just a small step towards the bigger picture of testing the system as a whole. I would ideally spend more time to refactor and put interfaces into the system so that I can test more of the system focusing on making future testing is easier and then updating older pieces as needed.

**Engineer 3:** *Dakota Methvin*

This week I finalized my module by debugging the separate project I have been building in and migrating that code into the project. This separate project was required because the bot takes time and a very specific environment to initialize and I did not want to put in the extra work just to test my module’s functionality. I have two commands implemented which I believe are a representative sample of the general statistics and ranked statistics that can be retrieved by the API library I’ve chosen. It was fairly easy to integrate these commands, as the project utilizes DSharpPlus’s command pattern to declare callable functions. This makes testing harder, however, so I am less confident in my unit and integration tests. Overall, I enjoyed this project and would consider continuing work on my solo module to realize a function-specific Discord bot.