2022/05/17

- Discussed future goals with supervisor

- Transferred existing project files from previous capstone groups to Ubuntu

- **Set up development environment in Ubuntu**
    - Set up IDE
    - Set up github repository to back up changes made

- Looked through solutions for COM port error that arose after execution

2022/05/18

- Solved COM port communication error

- Code is running and is showing speed/collisions, but is not rendering properly on the pygame window (it freezes after running for a bit, maybe a performance limitation with virtual machine).

- Manual_control.py ran fine on ubuntu so it most likely is not a performance issue.

- **Changed methodology**
    - Decided to use manual_control.py provided by CARLA team as a base and connect peripherals one by one
    - Transferred wheel and pedal functionality from client_MODIFIED.py into manual_control.py to create testbed.py

- Resolved more port communications

- **Improvements made from working windows version**
    - Drastically improved performance
    - Drastically improved ui responsiveness
    - Faster render times
    - Much more immediate response to peripheral inputs
    - Now has a fully detailed HUD with useful vehicle dynamics information
    - Suppressed some runtime errors experienced during manual testing,
    - Added offset to mitigate steering angle issue

- **Peripherals left to connect (in order)**
    - Gauge cluster
    - Shifter