

# 2024 CSC493 – Capstone Weekly Reports<sup>1</sup>

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Week: 1

Select Report Date: Aug 25, 2024

## Part 1: Weekly Progress Report

- **Accomplishments:** What did you accomplish since the last class meeting?

As I am still looking for guidance on my project, my accomplishments were limited. But to provide background on the project I was hoping to start on, I researched how traffic lighting systems currently work. I found that something similar to what I was hoping to implement does exist but is not super widely used for cost reasons (among other reasons). I also started getting oriented with Unity, where I plan on creating my simulation.

- **Challenges:** What are your current roadblocks?

I think my current mental roadblock is whether or not I should continue with this project or pivot to another one. I was under the impression that what I was attempting to build was not yet created, but it has been. However I am torn because I think it could still be a fun and challenging project, and there is always room for improvements.

- **Desired Discussion Points:** Do you have any desired discussion points that are not related to roadblocks?

I wanted to discuss the project requirements and limitations. Can we create something that already exists or does it have to be something new?

- **Future Goal:** What do you plan to accomplish before our next class meeting? These plans should be related to roadblocks or discussion points. If you plan to change direction, explain why.

I would like to have made a decision on what exactly my project will be and start on developing a MVP outline. I would also like to have blocked out some time to meet with you to discuss my alternatives.

## Part 2: Time Reporting

Make sure that as you fill out the first prompt, you include in enough detail in the summary. For example, "debugging" is vague, but "debugged function X to make sure that when user does action Y, it is called and returns the value Z" is better.

- **Time Spent:** Briefly explain how much time you spent on your project. If you worked on multiple components, each should get a detailed summary.

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<sup>1</sup> Detailed Weekly Report requirements can be found here: [2024 URCPP Capstone - Using Agile and Reporting Out](#)

I spent 3 hours total between classes. ~1 hour working on traffic light research. This consisted of reading articles and browsing Google. I have a solid understanding of how they work on a basic level. ~2 hours getting Unity configured on my laptop and walking through some tutorials so I can start building a simulation.

- **Weekly Total Time Spent:** Make sure to add up all the hours and minutes correctly.

3 hours

- **Total Project Time Spent:** After the number of hours and minutes, make sure to briefly explain whether you are on track and if not, what you may need to do in order to achieve what you set out to accomplish.

3 hours. I am not totally sure if I am on track as we are still very much in the early stages, but I am in a good place to start.

## Rubric:

The following rubric will be used, but they might change as needed.

### Accomplishments (3 points)

1 point for a general description of progress, 2 points for specifics on progress, 3 points for specifics AND referring to previous targets and explaining how currently accomplishments build on previous ones.

### Challenges (3 points)

1 point for mentioning there are roadblocks, 2 points for specifics, 3 points for specifics AND what was done already to try to overcome them.

### Desired discussion points (2 points)

1 point for at least one relevant discussion point as a general question, 2 points for relevant discussion points with specifics

### Future Goals (2 points)

1 point for concrete future targets (i.e. "working more on the project" is a zero, but "working on getting component X to interface with component Y" suffices), 2 points for tying in the targets with what was hopefully discussed in the meeting.

### Time Spent (3 points)

1 point for including general statements of how much time was spent ("4 hours on coding"), 2 points for splitting time into specific parts ("1.5 hours on research on component X, 1 hour coding, 2.5 hours debugging"), 3 points for specific parts and details on the pieces ("1.5 hours researching Turtle interface for drawing concentric circles given inputs from the user, 1 hour coding function X that used that interface, 2.5 hours testing function X by giving it multiple values and fixing errors for values A, B, C, and D")

Weekly Total Time (1 point)

Total Project Time (2 points)

1 point for summing the values correctly, 2 points for the total time AND reflection on progress (you are confident to fit the target and if not, what course corrections you anticipate needing to make)