Outlook

[CS 488T] Sprint 14 Report, Team 11 [stewartc]

From shelbyemailrelay@gmail.com <shelbyemailrelay@gmail.com>
Date Tue 5/13/2025 8:59 AM
To Stewart, Caleb <cstewart15@ewu.edu>

Caleb,

This report describes the activities of your EWU Senior Project team over the previous self-evaluation period (usually Saturday through Friday). It contains only public information. Private information and comments, etc. are available only to the instructor. If you notice any discrepancies or have questions, please contact Dan Tappan at dtappan@ewu.edu.

Sprint 14 Team Report

Team 11: Trademark ID & Analysis Engine

· Lane Keck
· Caleb Stewart
· Logan Taggart

Logged Hours

The team is generally free to work whenever they want during the sprint. The expectation for a team of three members is 45 hours total (15 per member) on average. However, this number will vary throughout the course.

Individual Hours:

		All Sprints							
Member	Hours	Total	Min	Max	Avg[1]	Avg[2]	Std[2]	Count[1]	Missed
Keck	7.0	97.0	3.0	9.0	7.5	7.5	1.4	13	0 (0%)
Stewart	6.0	109.5	2.0	16.0	8.4	8.4	3.2	13	0 (0%)
Taggart	8.5	96.0	3.0	10.0	7.4	7.4	2.1	13	0 (0%)
Team Total:	21.5								

[1]including and [2]excluding missed submissions for required sprints

Team Hours:

Sprint																		
1	2	3	4	5	6	7	8	9	10	11	12	13	14	Total	Min	Max	Avg	Std
8.0	27.5	24.5	28.5	25.5	22.0	18.0	0.0	29.0	25.0	23.0	25.5	24.5	21.5	302.5	0.0	29.0	21.6	7.8

The following is optional descriptions of daily work that is not captured as activities below:

Taggart:

- Debugging
- Preparing GitHub workflow
- Converting application to use lazy loading
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- Converting application to use lazy loading

Activities

Activities are member-defined units of work that are formally tracked from sprint to sprint (unlike the optional descriptions above). Every activity must be accounted for from its creation until it is completed or abandoned.

New Activities

These activities were created by during this sprint.

Keck

Activity 122: Prevent overlapping bounding boxes

Change the model to prevent overlaps (one sprint expected)

Stewart

Activity 121: Cancel processing button

While a video or image is processing, be able to press the button and cancel the processing (one sprint expected)

Taggart

Activity 120: Lazy Loading

Implementing lazy loading to speed up start time of backend. (two sprints expected)

Continuing Activities

These activities were continued from the previous sprint.

Activity 118.1: Packaging backend into executable

Opened in Sprint 13 by Taggart; expected to take two sprints.

Original description: Compiling backend into single executable with Nuitka.

Progress in Current Sprint (expected to take two more sprints): I have built a workflow in GitHub to be able to automatically build the backend into a single executable, but the backend is not fully prepared to do this just yet.

Activity 119.1: Minor cosmetic changes

Opened in Sprint 13 by Taggart; expected to take one sprint.

Original description: Making certain aspects look better.

Progress in Current Sprint (expected to take one more sprint): Made minor updates to a few different parts of the frontend design.

Completed Activities

These activities were completed during this sprint.

Activity 128.1: Create Preview for Video Upload

Opened in Sprint 13 by Keck; expected to take one sprint.

Original description: Autoplay video for user when they upload

Progress in Current Sprint: I finished this

Activity 129.1: Validate Extension Types

Opened in Sprint 13 by Keck; expected to take one sprint.

Original description: Users will not be able to upload just any file

Progress in Current Sprint: I finished this

Activity 115.1: Add loading bar when processing video

Opened in Sprint 13 by Stewart; expected to take one sprint.

Original description: Create a loading bar on the frontend showing how much of the video has been processed

Progress in Current Sprint: Loading bar works, displaying what percentage of the video has been processed.

Activity 116.1: Change bounding box color on videos

Opened in Sprint 13 by Stewart; expected to take one sprint.

Original description: Allow the user to decide what color they want the bounding box color to be

Progress in Current Sprint: Bounding box color works on videos. Logos will have a box of the specific color surrounding it

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Activity 117.1: Implement specific video search

Opened in Sprint 13 by Stewart; expected to take one sprint.

Original description: Use prototype to implement specific video search into application

Progress in Current Sprint: Implemented

Team Reflection

This section refers to the team's collective perception of and reflection on the project over this sprint.

The instructions are: Consider the following four pairs of questions hierarchically. They are not the same question. If you think they are, then you are likely not using an appropriate breadth and depth of software-engineering thought. This course is a practical application of the aspects of product, process, and people. We are trying to account for everything: not just to create a good product, but also to learn from the process to improve the people. Reflect on the experience of the entire team collectively over this sprint. You do not need to account for all work, just two examples that are most representative of easiest and hardest.

For reference, *understand* relates to the comprehension of what needs to be done; *approach* to how you think it should be solved; *solve* to implementing the actual solution; and *evaluate* to demonstrating to yourself and your team (if applicable) that the performance of your solution is consistent with everything else in the project. Remember The Cartoon from CS 350.

Understand

Easiest: The easiest thing to understand is code cleanup and making code modular. We know that we have duplicate and unorganized code, ad it is simpe to recongize that cleaning this up will improve maintainability.

Hardest: The hardest thing to understand is why building and running our executable file is so slow. We've tried testing to make it faster, and it has improved a little bit, but there is something still slowing it down.

Approach

Easiest: The easiest thing to approach is the design choices for our application. DaisyUI makes improving the UI very straightforward.

Hardest: The hardest thing to approach was implementing the smooth bounding box tracker for the specific video search. We were looking for a smooth, but efficient way to accuratly track the logos in the video.

Solve

Easiest: The loading bar and the cancel processing button was the easiest to solve. It was just a matter of taking the time to create the solution.

Hardest: Killing backend properly was the hardest to solve. The cancel button was easy, but actually killing the backend process was difficult to solve

Evaluate

Easiest: The easiest thing to evaluate was validating the video/image extensions for processing. We only want to accept valid video/image files.

Hardest: What libraries are slowing the process down when launching the backend server. We need to find the slow libraries, and somehow optimize the imports.

Completion: 90

Contact: N/A

Comments:

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