



ROSE-HULMAN INSTITUTE OF TECHNOLOGY

University of Wisconsin–Madison | Department of Computer Sciences
Human-Computer Interaction Laboratory



TEAM ENGINEERING JOURNAL

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1 Thursday, December 8, 2011

In the week of November 28th, we got back into the swing of working on our project. I personally had not worked on this project before, so one of the main goals for that week was to get me up to speed. As we completed the compilation document of Milestone 1, I reviewed what the project was and how we were expecting to implement it. We did not have our weekly meeting with our client or project manager, but we did set times for those meetings. After our regular meeting with Dr. Chenoweth, we had several action items to take care of. Specifically, we needed to discuss the scope of our project with our client to make sure we were all on the same page. We also needed to get me ready to go with Latex, Redmine, and Git.

2 Friday, December 9, 2011

In this past week, we continued bringing me up to speed, and began our work on Milestone 2. On Monday, we met with our client, Allie, and I was introduced. We also made sure that all of us had the same understanding with regards to the scope of the project. We were also given a feature request; Allie and her co-workers wanted to have the ability multiple people sign up for any given time slot, up to a maximum set at the event's creation. We replied that we would give her our answer at the next meeting. Later in the week, we decided that the feature would be trivial to implement, so we will be accepting the request. In our first project manager meeting, we discussed how the quarter was going to go. We decided that, in general, we would turn our milestones in to our PM a week before they are due, so that we have time to edit them before turning them in. We also worked on Milestone 2 and installed Git and Latex on my computer. For next week, we are to finish the milestone and get Redmine working for me.