Project Status Report

Project Name: Team Cerebral
Team Members: Nick Spina, Matthew Frosini, Conor Ahern, Connor Schultz
Date: 2/18/18   **Cycle Number:** 1

System Intent: "Port the classic competitive robot game ATRobots to modern operating systems with a more advanced and evolved interface."

Cycle Intent: Get ATRobots games to run in the command line with results, no graphics

Accomplishments since the last status report:
- Ported initial functions from ATRobots
  - operand, mnemonic, prog_error, print_code, parse1, check_plen, robot_config, reset_software, reset_hardware
  - Creation of all global variables and structures
  - Compiles without error, not enough to test yet
- GUI for ATRLock with functional browse and quit buttons
- Drawing shapes demo
  - A drawn shape moves based on keyboard key presses

Obstacles encountered since the last status report:
- Unable to pass arguments between "button clicked" functions in Qt Creator
  - Need to research how to use Qt slots/actions to pull file info from browse button once obtained
- ATRLock locks perfectly on Windows, files locked on Mac/Linux do not run in original ATRobots

Risks facing the project:
- No risks have been identified at this point.

Objectives for the next week:
- Continue porting ATRobots (broken up by function)
  - init_robot, create_robot, shutdown, parse_param, init, get_from_ram, get_val, put_val, push, pop, find_label, init_mine, count_missiles, init_missile, damage, scan
- Refine drawing shapes demo
  - Create boundaries that the shape can't move outside of (currently, shape moves forever in certain direction)
- Fix "lock" button on ATRLock GUI
  - Get file location parameter from Browse button
- Finalize actual locking code for ATRLock
  - Fix Mac/Linux locking

User Features:

#	User Feature <*Short Name: Short Description*>	Planned			Actual		
		Cycle planned for completion	Total planned hours	Planned hours this cycle	Status (completed, discarded, in progress, unstarted, etc.)	Actual hours this cycle	Total actual hours this project
1	Working non-graphical matches between robots	1	70	70	Still coding	19	19
1a	Decoding locked robots	1	5	5	Unstarted	0	0
2	ATRLock with GUI interface	1	15	15	Testing	3	3

Team Actions:

Name	User Feature <*# only*>			Planned	Actual							
	Coder(s)	Tester(s)	Reviewer(s)	Planned hours this cycle	Process hours		Product hours		Customer hours		Total hours	
					Week	Cycle	Week	Cycle	Week	Cycle	Week	Cycle
Conor Ahern	1, 2	1a	1, 1a, 2	42	0	0	14	14	0	0	14	14
Nick Spina	1, 2	1a	1, 1a, 2	42	0	0	8	8	0	0	8	8
Matt Frosini	1a	1, 2	1, 1a, 2	42	1	1	0	0	0	0	0	0
Connor Schultz	1, 1a	2	1, 1a, 2	42	3	3	0	0	0	0	3	3

- We are currently in the process of making a "drawing shapes" demo for learning purposes. 3 hours were spent on this spike.