Project Status Report

Project Name: Team Cerebral
Team Members: Nick Spina, Matthew Frosini, Conor Ahern, Connor Schultz
Date: 2/25/18 **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
  - compile, init_robot, create_robot, shutdown, delete_compile_report, write_compile_report, parse_param
  - Creation of all global variables and structures
  - Still compiles without error, not enough to test yet
  - Began work on functions in atr2func and filelib, as needed
    - value, cstr, ucase, ltrim, rtrim, btrim, lstr, rstr, hex2int, str2int, distance, exist, base_name, no_path
- Implemented Mac/Linux line ending fix for ATRLock, added to GUI program
- Overcame passing arguments between button click functions in Qt Creator by using global variables

Obstacles encountered since the last status report:

- No obstacles have been encountered since the last report. We are making steady progress in completing all functions in ATR2.PAS, however we likely will not be able to finish before the Cycle 1 Presentation on March 1.

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, get_from_ram, get_val, put_val, push, pop, find_label, init_mine, count_missiles, init_missile, damage, scan, com_transmit, in_port, out_port, call_init, jump, gameover
- Refine drawing shapes demo
  - Create boundaries that the shape can't move outside of (currently, shape moves forever in certain direction)
- Design a simple GUI to launch the command line ATR2 program
  - Allows users to select robot files with browse button, start the program with a start/play button

User Features:

		Planned			Actual		
#	User Feature <***Short Name: Short Description***>	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	43	43
1a	Decoding locked robots	1	5	5	Unstarted	0	0
2	ATRLock with GUI interface	1	15	15	Testing	6	6

Team Actions:

	User Feature <***# only***>			Planned	Actual							
Name	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	2	2	12	26	0	0	14	28
Nick Spina	1, 2	1a	1, 1a, 2	42	1	1	8	16	0	0	9	17
Matt Frosini	1a	1, 2	1, 1a, 2	42	1	2	0	0	0	0	1	2
Connor Schultz	1, 1a	2	1, 1a, 2	42	5	8	4	4	0	0	9	17

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