

CS410 Weekly Report

Team Copper AI²

Performance Period: Saturday 11/08 - Friday 11/14

Summary of Group Accomplishments:

- This week the following tasks were completed:
 - User Stories were refined based on the feedback
 - The Feature table was updated to include more features from the User Stories, while maintaining consistency.
 - More Algorithms were added and the naming of the Algorithm names were updated to remain consistent with the Feature Tables and User Stories.
 - UI Mockups have been expanded and refined to tie back to Feature Tables.
 - Database schema has been included to include more data from the User Stories based on CRUD (Create, Read, Update, Delete).
 - WBS and Spring Breakdown were refined.

Individual Contributions/Accomplishments: (to be filled out by each individual)

Dusan Djordjevic:

- Dusan worked on the refinement of the feature tables.
- Dusan added feature tables to reflect Oracle-Alteryx Integration, and Okta SSO authentication.

Tommy Fuller:

- Tommy has been feeling better from his surgery, and is back on track.
- Tommy communicated with Lynda to get caught up and familiarized with the Algorithms.
- Tommy worked on the Authentication and Integration Algorithms.

Julian Diaz:

- Julian refined the UI Mockups to be more in line with the Feature Tables.
- Julian also refined the Sprint Breakdown to be split in more Vertical Slices

Lynda Salinas Ascanova:

- Lynda has communicated with Tommy to get him caught up on the Algorithms and worked on renaming prior algorithms for naming consistency.

Savannah Todd:

- Savannah worked on refining the user stories and feature tables based on the feedback.

Craig Grubb:

- Craig, together with Michael, worked on refining the Database Schema to align with the User Stories based on CRUD.

Michael Nimitz:

- Michael, together with Craig, worked on refining the Database Schema to align with the User Stories based on CRUD.

Quin Elson:

- Quin expanded the WBS to include more components and aspects of the project.

Key Objectives for Coming Week (top level prototype development objectives)

- Continue to update design presentation slides.
- Add the requirements for Iteration 4.
- Draft an initial script for the upcoming design rehearsal.

Issues/Concerns:

- None