Table of contribution

Name	Task	Contribution [%]
Mejborn	3	30
Rylander	3	70
Erik	30	50
Daniel	30	50
Alexander	9	50
Claudio	9	50

Table of Tasks

Task ID	Description	Classify the complexity and extent of the task (small, medium, large)	Justify the classification, by estimating the extent of the task, e.g., in terms of - number of files change, added, deleted - number of lines of code changes, added, deleted - or in case of non-coding tasks use: pages (for documentation) or lines of comments (for code comments)
T3.1	Ask stakeholders of requirements	Small	Meeting, and writing with stakeholders.
T3.2	C++ / cmake tutorials	Small	Time spent 2-4h
T3.3	Create SMCE_Client Skeleton and runnable .exe	Small	1 file added, 1 file modified
T3.3	Feature: Implement start,stop,pause,resume	Small	1 file change (approx + 70 LOC)
T3.4	Feature: Implement uart messaging (Ongoing)	Complex	1 file change (approx + 80 LOC) More complex than expected, as knowledge of functionality needs to be expanded. Many bugs were encountered.
T9.1	Ask stakeholders of requirements	Small	Communicate with stakeholders in Discord, understand the problem.

T9.2	Learn about MVC/MVVM	Small	Watching some youtube video(s) should be enough.
T9.3	Figure out how to implement MVC/MVVM	Medium	This is prerequisite for the main task. It is not trivial to adapt the generic patterns MVC/MVVM to SMCE-gd.
T9.4	Refactor code inside src	Large	This is the main task. There are many scripts that need to be refactored here, and tested too after each edit.
T30.1	Ask stakeholders of requirements	Small	Writing with stakeholders.
T30.2	Implement our own version of InterpolatedCamera Class	Small	Figure out how the InterpolatedCamera class functions, reading docs and usages. Implement our own version. 2 files modified (approx + 5 LOC) 1 file added (approx + 46 LOC) Time spent: Approx 4h
T30.3	Remove node being added to scene tree	Small	Remove the node creation from the code. Change how the rotation was calculated, since there was no longer a node to rotate with (as well as the car). We now needed to keep a "fake" point in space that could keep track of rotation. 2 files modified (approx + 6 LOC) Time spent: Approx 3h 45m
T30.4	Merge all the spatial "camera" objects and their script into a single Camera spatial	Medium	Remove all the extra nodes under the camera scene. Merge the interpolated camera functionality into the controllable camera. Create a superclass for everything camera modes have in common to make it easy to add more modes in the future. Make the old FreeCam and LockedCam scripts into subclasses of this superclass, to allow for the use of polymorphism in ControllableCamera. Resolve any bugs that come with this transition (6.5h spent resolving bugs and fine tuning behaviour) 1 files added (approx + 23 LOC) 10 files modified (approx + 150 LOC) Time spent: Approx 11h 45m
T30.5	Various essential work	Small	Learning about the built in godot classes. Watching tutorials on matrix rotations, including Euler angles and quaternions. Testing the new program and comparing it to the old one to make sure that the behaviour is the same, and that any changed behaviour is intended. Time spent: Approx 4h