**Progress Report**

**- Increment 2 -**

**Group #3**

# Team Members

Steven Knudson, slk16d, SKnudson13

Eliot Shea, es16b, eliotshea

Noal Gesler, ntg16, NoalGesler

Rogelio Lopez, rl16j, rogelio-lopez

1. **Project Title and Description**

WeShed, jazz practice web app, displays sheet music (“lead sheet”) and provides a backing track to allow musicians to practice improvising over.

1. **Accomplishments and overall project status during this increment**

* Adding and viewing friends
* Giving and viewing challenges
* Viewing personal streaks in best order
* Implemented achievements levelbadge and donutchart

1. **Challenges, changes in the plan and scope of the project and things that went wrong during this increment**

A challenge that was encountered during this increment was deciding the logistics of diverse conditionals of challenges and achievements. In the end, we decided to implement achievements using levelbadge and donutchart and implement challenges through the amount of plays and messages.

1. **Team Member Contribution for this increment**

*Please list each individual member and their contributions to* ***each of the deliverables in this increment*** *(be as detailed as possible). In other words, describe the contribution of each team member to:*

* 1. *the* ***progress report****, including the sections they wrote or contributed to*
  2. *the* ***requirements and design document****, including the sections they wrote or contributed to*
  3. *the* ***implementation and testing document****, including the sections they wrote or contributed to*
  4. *the* ***source code*** *(be detailed about* ***which*** *parts of the system each team member contributed to and* ***how****)*
  5. *the* ***video or presentation***

Steven Knudson

1. For the progress report, I contributed to all parts.
2. For the requirements and design document, I contributed to part 4 Delete Playlist and the updated database schema. In addition, I contributed to part 3 non-functional requirements of security. Furthermore, I contributed to part 2 of adding friends, adding challenges, streaks, and achievements.
3. For the implementation and testing document, I contributed to part 3 and 4. In part 3, I contributed to testing on levelbadge.js, donutchart.js, and stats.js. In part 4, I explained security and performance.
4. For the source code, I contributed to streak tracking, achievements with p5js modules, adding friends, adding challenges, viewing friends, and viewing challenges.
5. I contributed to the presentation by providing slides, explaining p5js modules, and keeping an offline backup of our project.

Eliot Shea:

1. Contributed to all parts of the progress report.
2. Contributed to 1,2, 5 and 6 of the Requirements and Design Document. Made the sequence diagrams for Play Song, Make Playlist, and Issue Challenge.
3. Contributed to part 2 of the Implementation and testing document.
4. I contributed song-session tracking to the database. My code was also utilized by Steven in the Playlists portion. I also did work on retrieving stats to implement a daily streak, however was unable to implement it by the deadline. Also added User\_stats into the database and updated Primary Keys for all necessary tables.
5. Filmed the video and uploaded the video to youtube. Also contributed to the discussion on what we would say in the video.

Noal Gesler:

1. Contributed to parts 1, 4, and 5.
2. Contributed to part 2, part 3 and part 5 Sequence Diagrams: Friend Request, View Achievements, Accept Challenge.
3. Contributed to parts 3 and 4 of the Implementation and Testing document.
4. Contributed to a lot of front end visual UI, in this implementation I focused a lot on the user profile (Profile.js), to create a layout and display some data for users to view their own profile.

E. Contributed in talking about my development over the course of the last iteration during which most of the time was spent creating the Profile.js page to provide a basic profile layout for users to view their own profiles.

Rogelio Lopez:

1. Contributed to parts 1, 3, 4 and 5.
2. Contributed to parts 4 and 5, made use case diagram and Edit playlist sequence diagram.
3. Contributed to parts 3 and 5.
4. Contributed by implementing SearchPage, which is a dynamic search option that allows you to look for song. The search results update as you type and show you how many matches it has found. I also used css to make it look nicer and make the interaction with selecting searched songs better.
5. Contributed to video by explaining what WeShed is and talked about some of the implementations that were added in this increment.

**Slides on GitHub**