Progress	Risks
- Created Figma for proposed frontend changes(Sam) - Learned more about the backend and developed a plan for efficient batch processing (Jon) - Wrote document to opt into Sr project awards (Sam) - Worked on script for demo video (Team) - Added libraries to help convert TIFF to JPEG2000 (Rob) - Added new page to allow user to select Batch processing or Single Image Processing (Sam)	- Multiple people working on batch processing could lead to merge conflicts - Laptop cannot handle running the software, PC having issues getting environment set up, need to figure out a way to test better (Jon)
Plans	**Needs**
- Create a jpeg2000 either through javascript or c++ (Rob) - Add new page on the frontend to upload images for batch processing (Sam) - Get environment to work on other, more powerful computer (Jon) - Get backend to process files using preset M and offset data (Jon) - Make "Stop Processing" button (Jacob) - Add everyone to project website organization (Jacob) - Work on improving efficiency of batch processing (Jon) - Have all batch processed images output to the same folder (Jon) - Work on adding custom reference data that will persist through runs (Josh) - Script work for the video (Josh)	Additional custom reference data if possible

Van Gogh via the Rainbow, Beyond RGB 2.0   October 26th 2023 – November 2nd 2023

Progress	Risks
- Updated graph to show actual and expected values (Sam) - Started on what is needed for jpeg2000 image file creation (Rob)	Multiple people working on batch processing could lead to merge conflicts

● Target patch shows up correctly after backtracking from error (Jacob) ● Implemented a basic way of doing batch processing (Jon)	
Plans ● Create a jpeg2000 through the backend (Rob) ● Add new page on the frontend to upload images for batch processing (Sam) ● Make "Stop Processing" button (Jacob) ● Add everyone to project website organization (Jacob) ● Create Figma for proposed frontend changes(Sam) ● Write document to opt into Sr project awards (Sam) ● Work on improving efficiency of batch processing (Jon) ● Have all batch processed images output to the same folder (Jon)	**Needs** ● Additional custom reference data if possible

Van Gogh via the Rainbow, Beyond RGB 2.0   October 19th 2023 – October 26th 2023

Progress ● Sent instructions for Rawspeed(Sam) ● Investigated the graphing libraries used on the front end (Sam) ● Got system to process multiple images in a row (Jon) ● Initial ideas for how to implement batch processing (Jon) ● Discussions about deliverables for this semester (Team) ● Environment fixed (Josh)	**Risks** ● **HALLOWEEN MEETING?! OOKY SPOOKY** o Alt text: Halloween meeting?! ooky spooky
Plans ● Sprint 2 (Team) ● Update graphs to have different icons for expected and actual ● Attempt to get system to process multiple images in a row (Jon) ● Create more formal plan for batch processing (Jon) ● Work on choice of output image file format task (Rob) ● Review all PR's (Team)	**Needs** ● Info Session on BeyondRGB under the hood ● Additional test data for batch processing o Multiple art images with the same target, flatfield and darkfield images

● Finish backtracking functionality (Jacob) ● Organize more thoughtful Error messages (Josh)	

Van Gogh via the Rainbow, Beyond RGB 2.0   October 12th 2023 – October 19th 2023

Progress	Risks
● Rawspeed running on Sam's machine (Sam) ● Finished work on reflectance csv update, awaiting code review (Rob) ● Investigated the "outOfMemory" error (Josh) ● Fully finished Target Coordinate task (Jon) ● Started investigation into batch processing viability (Jon) ● Finished most of backtracking task (Jacob) ● Filed out midterm retrospective sheet (Team)	● Figuring out what direction to take with batch processing 　○ Parse C++ code and implement batch 　○ Hook Python up to Frontend and fix calibration ● Environment set up continues to be an issue, some team members found that the build breaks after multiple tries
Plans	**Needs**
● Clarify what sponsor wants for backtracking functionality (Jacob) ● Clarify acceptance criteria for the stop processing button functionality (Josh) ● Do code reviews and merge PRs for first sprint ● Break down batch processing into smaller steps (Team) ● Start work on updating marker shape in scatter plots (Sam)	● Ensure the correct version of a package is installed ● Info Session on BeyondRGB under the hood

Van Gogh via the Rainbow, Beyond RGB 2.0   October 5th 2023 – October 12th 2023

Progress	Risks
- Began work on Reflectance CSV update (Rob) - Concern: Reflectance CSV may end up having two columns of data, one for values 0-1, another 0-100; (other solution is to add a different UI component) - Began work on getting RawSpeed working (Sam) - Basic implementation of Target Coordinates working (Jon) - Began work on updating the output logs, giving the user more verbose (and current) output (Josh)	- Figuring out what direction to take with batch processing - Parse C++ code and implement batch - Hook Python up to Frontend and fix calibration - Rawspeed not working properly - Almost fixed! - Lack of motivation during break and because of midterms
Plans	**Needs**
- All team members to individually fill out and review Midterm Evaluation doc - Figure out how to compile RawSpeed as a library and add it to libraw (Sam) - Fix issues with back button when setting up image processing (Jacob) - Update project website. Work on setting up scheduled deployments (Jacob) - Finish up Target Coordinates: Make look nicer, apply to Verify target, look into units (Jon) - Finish Reflectance CSV story (Rob) - Update the error logs so that the users can find where the errors occurred. (Josh)	Info session on BeyondRGB under the hood

Van Gogh via the Rainbow, Beyond RGB 2.0   **September 28 2023 – October 5th 2023**

Progress	Risks
- Set up dev branch (Rob) - Delegated stories (Team) - Finish Final Plan (Team) - All dev environments running properly (sans rawspeed) (Team)	- Figuring out what direction to take with batch processing - Parse C++ code and implement batch - Hook Python up to Frontend and fix calibration - Rawspeed not working properly - Concerns on ability to get stories done in one sprint - Concerns on ability to estimate story effort with low codebase knowledge
Plans	**Needs**
- Begin work on Color Calibration story (Jon) - Begin work on Reflectance CSV update (Rob) - Begin work on frontend backtracking story (Jacob) - Begin work on "Out of memory error readability" story (Josh)	- Sam to determine which story she wants to work on - Each team member needs to set up their own dev branch off of beyond_rgb_2.0 - To log any errors, bugs, and unreadable error messages, including steps to reproduce, as they are encountered (Leah and Susan)

Van Gogh via the Rainbow, Beyond RGB 2.0 2023

September 21th 2023 – September 28th 2023

Progress	Risks
- Set up team project board (Sam) - Create Development Methodology deliverable (Sam) - Project website created (Jacob) - Created agenda for Tuesday (Team) - Created Domain Model deliverable (Jon)	- Figuring out what direction to take with batch processing - Parse C++ code and implement batch - Hook Python up to Frontend and fix calibration - Sam will be out for Grace Hopper Conference 9/26 & 9/28 - Rawspeed not working properly

● Created Process and Project Metrics deliverable (Jon) ● Planned out possible solution for calibration instability (Jon) ● Updated Final Plan Document (Team)	● Access to GitHub
Plans ● Delegate (and review) user stories for the first sprint, so everyone gets familiar with code base ● Create Final Plan (Team) ● Create Milestones and Deliverables (Jon) ● Get Rawspeed to work	**Needs** ● Access to Github Repo

Van Gogh via the Rainbow, Beyond RGB 2.0 2023

September 14th 2023 – September 20th 2023

Progress ● Got C++ and javascript projects built and running ● Working on setting up both projects locally (Jacob) ● Investigated calibration instability (Jon)	**Risks** ● Project is split between C++ and Python releases ● Sam will be out for Grace Hopper Conference 9/26 & 9/28 ● Low Team Experience with C++ ● Rawspeed not working properly
Plans ● Set up team project board (Sam) ● Create Github Pages website (Jacob) ● Create Development Methodology deliverable (Sam) ● Create Domain Model deliverable (Jon) ● Create Process and Project Metrics deliverable (Jon) ● Write project synopsis (Rob) ● Finalize tools and techniques and submit deliverable	**Needs** ● Access to Github Repo ● Access to Google drive from Sponsor

Progress	Risks
- First sponsor meeting (Team) - Send out weekly agenda(Josh) - Completed team activity - Understand requirement priorities (Team) - Established Team Roles (Team)	- Project is split between C++ and Python releases - Sam will be out for Grace Hopper Conference 9/26 & 9/28 - Low Team Experience with C++
Plans	**Needs**
- Get backend and frontend to build completely(Team) - Start up a backlog (Team), first need to be added as members to repo - Create more questions to ask the Sponsor (Team) - Set-up Team website (Team)	- Access to Github Repo - Access to Data drive from Sponsor