1. **Team Name: Sleepy Ducks**
2. **Team Leader for this deliverable: Lorenzo Gomez**
3. **Team Members: Lorenzo Gomez, Gemuele Aludino, Anton Ryjov**
4. **Meetings:**

|  |  |  |  |
| --- | --- | --- | --- |
| **Time-date** | **Attendees** | **Agenda** | **Action Items (who will do what)** |
| 11-18-2019  (Monday)  16:40 – 19:00 | Lorenzo, Anton,  Gem | Design Testing and discuss strategy | Lorenzo  Design Test Cases for Commitment, Task and Session classes  Anton  Design Test cases for Timer class  Gem  Design Test Cases for Utility class |
| 11-20-2019  (Wednesday)  16:40 – 19:00 | Lorenzo, Anton,  Gem | Start implementing unit tests | Lorenzo  Implement Unit Tests for Commitment, Task and Session classes.  Gem  Design Test Cases for Utility class  Anton  Design Test cases for Timer class |
|  |  |  |  |

1. **Weekly Time Logs:**

|  |  |  |
| --- | --- | --- |
| **Person** | **Total Time in minutes** | **Tasks** |
| Lorenzo | 600 | Work on Commitment Unit Tests |
| Anton | 600 | Work on Stats Utility Unit Tests |
| Gem | 600 | Work on Timer Unit Tests |
| **Total Time:** | 1800 |  |

1. **Issues:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Issue Number** | **Discovery Date** | **Resolution Date ( Est. – Act. )** | **Responsible Person** | **Description ( Prob / Resolution )** |
| Test Coverage | 11-20-2019 |  | Lorenzo,Anton,Gem | We realized that it was hard to not have redundant tests in our system. |

1. **Files and repository locations:**

|  |  |  |
| --- | --- | --- |
| **Filename** | **Location** | **Contents** |
| TestCommitment.pro | https://github.com/thebigG/Tasker/blob/hardware-keyboard/TestCommitment/TestCommitment.pro | The unit tests for Commitment, Task and Session classes |
| TestStatsUtility.pro | <https://github.com/thebigG/Tasker/blob/hardware-keyboard/TestStatsUtility/TestStatsUtility.pro> | The unit tests for Stats Utility classes. |
| TestTimer/pro | <https://github.com/thebigG/Tasker/blob/Timer_Engine/TestTimer/TestTimer.pro> | The unit tests for Timer class. |

1. **Plans for Coming Week:**

* Fully implement our hardware listeners

1. **Comments:** *a paragraph from each engineer describing what they have done/learned from this deliverable*

**Engineer 1:** *Lorenzo Gomez*

*Testing forced us to actually write code, which is good because there are many hurdles in getting familiar with C++ at a practical level. I myself found test-driven development to be very useful because I actually found bugs in the way I implemented my code! We will be implementing much of our hardware listeners the following week. Really excited to see this app come together.*

**Engineer 2:** *Gemuele (Gem) Aludino*

*I am pretty particular about naming conventions, keeping things organized, and maintaining good style -- and it was my duty to make sure that we were all on board with that.*

*clang-format is a formatter for source code, and I have provided my .clang-format presets for the group to use for this project, as well as in the future for their software endeavors.*

*Using clang-format will keep all of our code looking uniform, with consistent indenting, ordered header file inclusions, etc.*

*The ADTs I worked on were*

*util::StatsUtility - all static functions, for seconds conversions*

*util::Interval - POD (plain old data), simply holds time (in seconds) and frequency of a udata::Commitment*

*udata::User - A container for all of the user's Commitments (they will go into a QVector<udata::Commitment> field) - also specifies the default Commitment for the user.*

*We've been hard at work..there's a lot more ahead for all of us to do, but it will come together. I know it.*

*p.s. Git has been a real pain at times, especially when one or more of our branches falls behind master, and/or the HEAD becomes misaligned. These are things I still don't understand...and I intend to do more research so that I am prepare if and when things go awry again with respect to version control.*

**Engineer 3:** *Anton Ryjov*

*We didn't manage to start implementing many of the classes and thus had trouble with test case creation. This is mostly a product of being a little stretched on time by ourselves. I definitely feel that if this was even a hour-a-day job or something then we would be feeling much better about the system. Frankly I'll probably hold myself to that, lest we don't have the time to really notice what's being added or changed by our groupmates and similarly don't have time to git commit-push-pull files between each other*