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** |
|  |  |  |

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*