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

|  |  |  |  |
| --- | --- | --- | --- |
| **Time-date** | **Attendees** | **Agenda** | **Action Items (who will do what)** |
| 10-07-2019,  from 5:00pm to 9:00pm | Lorenzo,  Gem,  Anton | Get on the same target OS. | Lorenzo:Get Gem running Ubuntu.  Anton:Get Gem running Ubuntu. |
| 10-09-2019,  from 5:00pm to 9:00pm | Lorenzo,  Gem,  Anton | Set up IDE.  Make decisions about what OO abstractions we’ll use. | Gem:Set up CodeBlocks and wxWidgets on Ubuntu. Discuss Object Oriented abstractions that will constitute the bare bones of our engne. We’ll have a keyboard engine, mouse engine and audio engine for the UI to use.  Anton:Discuss Object Oriented abstractions that will constitute the bare bones of our engne. We’ll have a keyboard engine, mouse engine and audio engine for the UI to use.  Lorenzo:Discuss Object Oriented abstractions that will constitute the bare bones of our engne. We’ll have a keyboard engine, mouse engine and audio engine for the UI to use. |
| 10-11-2019 | Lorenzo,  Gem,  Anton | Further our discussion on OO abstractions. Get Anton running Ubuntu. | Lorenzo:Help Anton get Ubuntu set up for development.  Anton:get Ubuntu set up for development.  Gem: get Ubuntu set up for development. |

1. **Weekly Time Logs:**

|  |  |  |
| --- | --- | --- |
| **Person** | **Total Time in minutes** | **Tasks** |
| Gem | 280 | Set up linux environment on laptop + software |
| Gem | 280 | Set up linux environment on desktop + software |
|  |  |  |
|  |  |  |
|  |  |  |
| **Total Time:** | 0 |  |

1. **Issues:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Issue Number** | **Discovery Date** | **Resolution Date ( Est. – Act. )** | **Responsible Person** | **Description ( Prob / Resolution )** |
| wxWidgets vs Qt | 10-10-2019 | 10-11-2019 |  | May consider the use of Qt over wxWidgets, due to better support across platforms and IDEs. |
|  |  |  |  |  |

1. **Files and repository locations:**

|  |  |  |
| --- | --- | --- |
| **Filename** | **Location** | **Contents** |
|  |  |  |
|  |  |  |

1. **Plans for Coming Week:**
2. **Comments:** *a paragraph from each engineer describing what they have done/learned from this deliverable*

**Engineer 1:** *Lorenzo Gomez*

*Me and Gem are running Ubuntu. We have CodeBlocks and wxWidgets(a C++ cross-platform GUI API) set up for development. So we are on the same target platform—Ubuntu. Only Anton is left to be set up with linux. Since his Windows10 machine was not letting us install a VM, we decided to use an old machine that was piled up in his house. But it didn’t have a charger, so he had to buy one. As of now(October 11th), we will be meeting up with Anton to set up Ubuntu on that machine, since the charger just arrived. We also realized that running a VM was a bad idea since we need to talk to the hardware devices in “/dev” in the linux kernel and a VM will not make suck task easy or even feasible. As mentioned above, we are discussing our Object-Oriented abstractions so that when the time comes for implementation, we have a clear direction.*

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

*I own two computers, a desktop and a laptop — each of which will be a triple-boot setup between macOS, Ubuntu Linux, and Windows 10. Eventually, we seek to have our program have multi-platform support, although we are focusing primarily on Linux compatibility for now. It is likely that porting to macOS will require less effort than that of porting from Linux to Windows, due to the Unix-like characteristics of Linux.*

*Unfortunately, due a mistake during Linux installation on my desktop machine, I ended up losing my Windows partition in the process (GRUB, the Linux bootloader, was in conflict with the Windows bootloader, which was also in conflict with Clover, the “Hackintosh” bootloader). I partitioned one of my SSDs on my desktop, so that one SSD could share both Linux and Windows — big mistake…I should have dedicated a separate volume for Windows, and the same for Linux, as well as macOS.*

*I had an extra mechanical hard drive in my system, but I really wanted to have Linux on an SSD, to reap the benefits of fast boot times, as well as fast read/write speeds. However, partitioning a drive to share between Linux and Windows is risky…and was not worth the downtime that it caused.*

*Lesson learned: in a triple boot system, if possible — dedicate a separate volume (disk) for each operating system.*

*As a side note, we are still exploring different GUI APIs for use with C++, as we are all new to using this language and what it offers. We were set on wxWidgets in the beginning, but there were plenty of hurdles to overcome in terms of installation and interoperability between platforms.*

*For example, Lorenzo made a wxWidgets project in the Code::Blocks IDE, and pushed it to Github, and we wanted to see if it would build and run on Windows 10, since wxWidgets is supposed to be multi-platform.*

*We may have made some mistakes along the way that might have contributed to it not working, but we nearly pulled our hairs out trying to get the Linux-produced template project working on Windows 10.*

*However, if we created a template project from scratch on Windows, it worked just fine. We did not attempt to see if the Windows project would work on Linux.*

*All in all, we looking into another API, Qt (pronounced “cute”), which is apparently the industry standard for GUI applications in C++ (and includes more than just GUI APIs, but is rather an entire software package) — and it has better interoperability between OS’s and IDEs. I personally did not care for Codeblocks, I didn’t like it’s layout…and it also has poor support for Hi-DPI displays, which both my MacBook Pro and 4K display at home are.*

*Since we are going to be developing our project with a new technology, we might as well have an IDE that we can all agree upon — it should also be a pleasure to use. Codeblocks just didn’t do the trick for me, but we’ll keep looking.*

**Engineer 3:**

**Engineer 4:**

**Engineer 5:**