1. **Team Name: Sleeping 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)** |
| 09-23-2019,  from 7:00pm to 8:40pm | Lorenzo,  Anton,  Gem | Decide code design, documentation philosophy and C++ API(s) to use for project. | Lorenzo:Discuss with team members specs and technical decisions regarding c++  Gem:Discuss with team members specs and technical decisions regarding c++  Anton:Discuss with team members specs and technical decisions regarding c++. |
| 9-26-2019, from 6:30 to 11:30pm | Lorenzo,  Anton,  Gem | Get on the same target OS(Linux Ubuntu) | Lorenzo:Help Anton and Gem get a linux VM running on his Windows machine  Gem:Set up a VM for linux  Anton:Set up a VM for Linux |
| 10-09-2019,  from  16:00 - 22:00 | Lorenzo,  Gem | Install host os (Ubuntu Linux) on Gem’s laptop, get setup | Gem: Set up a partition on his mobile machine (MacBook Pro) dedicated for Linux, complete installation and gather necessary software to do work  Lorenzo: Walk Gem through on Linux-specific things |

1. **Weekly Time Logs:**

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

1. **Issues:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Issue Number** | **Discovery Date** | **Resolution Date ( Est. – Act. )** | **Responsible Person** | **Description ( Prob / Resolution )** |
| Anton’s machine won’t allow us to run a linux VM—it’s a windows machine. | 9-26-2019, | 9-27-2019 |  | Apparently Windows Home does not allow users to edit the group policy, which is needed to run a VM. |
| 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(09/23-09/29):** This week we’ll be discussing/agreeing on a philosophy regarding code design(documentation, naming-conventions), error-handling, OOP approach and data management(stack, heap and file management). Data management is CRUCIAL as we aim to track(NOT record) plenty of user input from keyboard, mouse and microphone in a privacy-minded way. We also want our tracking algorithms to be so smooth that the user won’t ever notice them when doing their work—whether that’d be writing a novel, composing music or playing video games.
2. **Comments:** *a paragraph from each engineer describing what they have done/learned from this deliverable*

**Engineer 1:** *name*

*The comments go here.*

**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:**