

User story	#	Task	Responsible	Assignees	Estim. effort (h)	Actual effort (h)	Done (yes/no)	Notes			
As a user, I want to run a script to connect to the cameras represented in the database over IP commands	1	Set up a videostream to the camera to get live-feedback in the the front-end	Shane	Shane, Hidde	6	0	no	PolyCast' VPN Camera went offline			
	2	Add option to use preset with or without iris and/or color settings	Shane	Shane	3	0	no	focused on making tests and Shane was sick for 2 days.			
As a camera controller, I want to clearly see what image a preset has	3	Loop through all presets and make a snapshot to link to represent the preset	Hidde	Joris, Hidde	3	5	yes	Presets can have a snapshot when clicked on, serverside constant url is provided			
As a user, I want to select and edit a script to my liking	4	Finish the edit view, add the features that enables the user to insert and delete specific actions	Floris	Floris	4	6	yes	The server - client communcation proved to be a difficult thing to tackle when implementing this function. This is due to the database we use			
	5	Create a drag and drop feature for the presets to drag from the preset list to an action so a user can bind a preset to an action this way	Floris	Floris	4		no	Task #4 took more time than anticipated			
As a user, I want to create a script from scratch	6	Add a feature to the edit view that lets you start from scratch with a new script	Floris	Floris	2	3	yes	This feature now works well. Maybe some tweaking is needed in order to make it work better and more intuitive			
As a user, I want to create presets	7	Make a preset view in which a user can create a preset and save it	Joris	Joris, Hidde	8	0	no	Other things were more important for the midterm demo we had to give			
Done, not planned											
Made a camera mock to simulate recording of an event				Joris		3					
Improved the timeline				Joris		2					
Developed more tests				Shane, Hidde, Joris		8					

Review I6

Main problems encountered

- 1) Controller are hard to test because of all the dependencies they have on the model classes and the Ebean database. These things are found to be more difficult to mock than expected.
- 2) Streaming functionality could not be developed due to the camera being unavailable. Mocking the cameras with videos was a good workaround for the demos.
- 3) Generating coverage reports was a hard task due to Play being Scala natively and only covering Scala tests. However, this was resolved by using JaCoCo (Java Code Coverage).
- 4) There were some issues with updating and saving objects in the database. Errors were thrown where they shouldn't be thrown, but we found a workaround so that solved this problem.
- 5) We had some problems importing the Dragula library for drag-and-drop functionality in the preset view.

Adjustments next week

- 1) Find a way to correctly mock necessary parts.
- 2) Reconnect with the real camera.
- 3) We make drag-and-drop functionality a priority for next week for it is an integral part of our app.