User story	#	Task	Responsible	Assignees	Estim. effort (h)	Done (yes/no)	Notes
The user can interact with the application server	1	Set up framework and github	Hidde	Hidde, Joris	4	yes	Set up everything, upgraded framework to 2.5
	2	Set up development tools (Github, Cobertura, PMD, FindBugs, Travis CI, Github)	Joris	Joris, Hidde	4	no	Decision for Scala / Java just done, will be done this weekend
	3	Get to know Play framework documentation	Everyone	Hidde, Joris, Shane, Jordy, Floris	10	yes	
The user can control the application via a web-based interface via a Windows/Mac system browser	4	Design basic web based interface for desktop/laptop (bootstrap)	Floris	Floris, Shane	3	yes	First iteration, still a lot to be done
	5	Build web based interface in HTML/CSS/Javascript	Floris	Floris, Shane	4	yes	A very basic skeleton for the running part of the app has been implemented
	6	Set up front-end stack (AngularJS, Meteor)	Floris	Floris	4	yes	Chosen for AngularJS
The user is able to enter a script with actions, cameras and presets into a database	7	Set up database system, including testing tools for mocking a local database	Jordy	Jordy	5	no	
	8	Create tables / objects for cameras and presets	Jordy	Jordy	2	no	
	9	Create table for sequential actions (scripts)	Jordy	Jordy	2	no	
The system is able to connect to the cameras represented in the database over IP commands	10	Create module in system to communicate with API of camera type	Shane	Shane	4	no	Lot harder than expected
	11	Research documentation of camera's API	Shane	Shane	1	yes	Still much to learn
	12	Set up test environment for mocking camera's and/or connecting to a VPN provided by PolyCast	Shane	Shane	3	no	
The project and system are properly documented	13	Create draft of product vision	Jordy	Hidde, Joris, Shane, Jordy, Floris	12	yes	
	14	Create draft of product planning	Jordy	Hidde, Joris, Shane, Jordy, Floris	8	yes	
	15	Document architecture design	Hidde	Hidde, Joris, Shane, Jordy, Floris	4	yes	

Main problems encountered

Camera API's are hard to understand still, we will focus more time on this coming sprint

As Jordy was unavailable for most of this week, the database part is lacking.

Lack of knowledge on the angular and play framework which slowed down the working tempo. This is not a really big problem, but a mild annoyance for the developer (Floris).

Adjustments next week

User story	#	Task	Responsible	Assignees	Estim. effort (h)	Done (yes/no)	Notes
As we have chosen for Java, static analysis will be much better. At the end of the week, we will make Travis crash when the tools give errors.							
Will communicate better on the database part, hopefully resulting in a robust system.							
As the camera API's seem to be a lot harder than we expected, we will make sure more time is put in to it.							
Spend some extra hours on getting familiar with the play and angular framework so we can really take off this week.							