Weekly Progress Report 2

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# This Week

## Austin Snyder

This week I ironed out some of the issues with how the database was setup. For example, I needed to change an associative table to have a composite primary key so that there could be multiple entries for each user. Along with this I added various database functions to update, delete, and retrieve data from the database. We now have a “semi-finalized” build file that will be useful to allow everyone to build the database instead of having to build it from the ERD.

## Ethan Roppel

This week Isaac and I worked on the GUI. We attempted to transfer what we had previously to a new maven project structure to handle the dependencies since adding a module wasn't working, although this may be reverted in the future. We only committed to a test branch. We will continue working on the GUI throughout the next week.

## Isaac Darlington

This week I worked on getting everything set up with scenebuilder and getting the prototype frames converted into javafx. I worked with Ethan on setting up a test branch which will allow the frames to be launched once we get a proper driver class setup.

## Ken Alleyne

This week I assisted with the implementation of the database connectivity by modifying some of the Java classes to be more compatible with SQL. Specifically, in the TaskCategory enumerator class, I added a new String field that corresponds to the userStats field in the database so that each category can be easily concatenated into a query with a getter method. This also allowed for us to declare one method for increasing user stats by specifying the category as an argument instead of having a method for each category.

## Wyatt Wooden

# Next Week

Next week we will finalize the GUI.