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

This week I added in the levels relation to the database. Still working on providing functionality in Java to have the player level up. Wanting to pull the levels threeshold for sql check if the player has leveled up after gaining exp. If they, did their level will be updated.

# Next Week

Next week we will finalize the GUI.