Weekly Progress Report 3

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# This Week

## Austin Snyder

I worked on some database functions when the need arose. I assisted Isaac with ironing out errors on the login page. I made it so the login page passes the user that just logged in into the main page, which then leads to the main page showing the data of the user. The last main thing I did was implementing a “mostly complete” task completion method on the main page.

## Ethan Roppel

I worked on the GUI. I added buttons below each user stat which increment each value by 5 points and decrement the user’s skill points by 1. The user’s skill points are also displayed now. The buttons appear when the user does have skill points and disappear when the user has no skill points to spend.

## Isaac Darlington

I set up the LoginGUI and mainGUI functionality so that when the user creates an account or logs in with existing credentials, it will close the loginGUI and then open up the mainGUI with the stats updated to the users current stats.

## Ken Alleyne

This week I briefly looked into an issue we were having with displaying user data on the front end, and offered assistance with implementing the functionality that allows users to update their own tasks.

## Wyatt Wooden

I’m working on creating a page for users adding task. Creating a GUI for the user to view all of the given categories in the database or a specific category. The selected categories will then be updated with what tasks the user is working on.