**GROUP 2**

**Contributions:**

Dylan Bottoms: (Beta Release: 17%, Overall: 16%)

* Performed testing/debugging
* Files Screen UI/UX
* Initial IB elements for Status, Login, and Files screens
* Worked on notifications w/ Jonathan (in progress for final, not in beta release)

Chris Day (Beta Release: 35%, Overall: 35.5%)

* The API framework
* The websocket framework and observer system
* Connected most of the UI to the API
* Converted to Apple’s tab bar instead of homebrew navigation
* Cached the files screen
* Made the controls screen reflect the current state of the printer (temperatures, xyz position)
* Added custom GCODE buttons to the controls screen
* Misc fixes for Settings
* Misc UI tweaks

Jonathan Ray: (Beta Release: 18%, Overall: 18%)

* Performed testing/debugging
* Added misc. functions to aid parsing logging strings
* Added API calls/functionality
* Cleaned up minor UI problems on Status screen
* Worked on notifications (in progress for final, not in beta release)

Liliana Terry: (Beta Release: 30%, Overall: 30.5%)

* Re-worked layout of Settings Screen
* Helped connect Status, Controls, and Settings to UserDefaults instead of Core data
  + Removed Core Data references and added internal NotificationCenter notifications to alert views when Settings have changed
* Added custom GCODE buttons to Settings
  + Created the modal popover to add/edit/delete
  + Sent off notification to Controls page when the list of buttons changes
* Added max/min options for extruder and heat bed to Settings + sent internal notif.
* Added camera mirroring options to Settings + sent internal notif.
* Helped move navigation to bottom of screen
* Minor bug fixes on Files page to fill in Estimated Time

**Deviations:**

* None, we accomplished our goals of having an MVP for each feature on our proposal.
* The only item we did not hit was the last one which was a **stretch** goal to be able to switch between different printers.
* There are a couple more UI fixes that need to happen before the release including testing on every phone simulator to ensure the constraints are correct.

**Notes:**

* Use DEBUG DEBUG to login with an up-to-date API key.
* If you would like a live demonstration of the Controls we would be happy to drop by your office hours when there is not a print job running. The Controls may or may not work when you go to test depending on whether or not the machine is on.
* We recommend simulating on the XR as few others have been tested at this release stage.