Code Workstation

Status Report 9

3/21/2016 - 4/11/2016

https://github.com/lrickard/CodeWorkstation/wiki

Lukas Rickard - Project Leader - l_rickard@u.pacific.edu

Jake MacMillan - Integrations Lead - j_macmillan1@u.pacific.edu

Project Schedule

Current Schedule

Below is the rough plan we made for the semester that outlines what our focuses should be throughout the semester at a high level.

Code Workstation Gantt Chart	2/5	2/19	3/4	3/18	4/1	4/15	4/29	5/11
Create Button Buttons				X				
Create Basic Command Box for output				X				
Test Button Buttons				X				
Create Command Box Auto Run Functionality				X				
Test Command Boxes				X				
Create and Test Drop-Down Menus				X				
Create Dock and Dock creation system				X				
Test Dock Creation system and scalability of existing features				X				
Make Command Box moving intuitive				X				
x	**x**	**x**	**x**	X	x	x	x	x
x	**x**	**x**	**x**	X	x	x	x	x
Implement keyboard shortcuts				X				
Usability testing				X				
Debugging and Interface polishing				X				

The following schedule is a more granular breakdown of what each team member plans on doing.

1/23/2016 - 1/29/2016

~~Lukas: Make granular plan regarding specific work distribution.~~

~~Jake: Figure out how to make a pyQT application run on a fresh system. Create CW installation/run instructions.~~

1/30/2016 - 2/5/2016

Lukas: Make testing plan for integrating features together. Experiment with right click menus for testing.

~~Jake: Start working on Button button dialog box.~~

2/6/2016 - 2/12/2016

~~Lukas:Start working on Command box dialog.~~

~~Jake: Finish basic Button Button dialog box.~~

2/13/2016 - 2/19/2016

~~Lukas: Create usable Command box autorun functionality with time intervals~~

~~Jake: Create testable Button button creation. Satisfy "Create a new button" user story.~~

2/20/2016 - 2/26/2016

~~Lukas: Integrate existing features.~~

Jake: ~~Work on drop down menus and right click menus.~~

2/27/2016 - 3/4/2016

Lukas: Start docking/Undocked command box features.

Jake:~~Finish drop downs~~ and start on keyboard shortcuts for testing.

3/5/2016 - 3/11/2016

Lukas: ~~Integrate existing features.~~

Jake: Load/responsiveness test existing features. Determine if optimization/redesign is needed.

3/12/2016 - 3/18/2016

Lukas: Start docking resize or snapping features.

Jake:~~ Start window resizing testing and control.~~

3/19/2016 - 3/25/2016

Lukas:Start programmable shortcuts

Jake:~~ Start text editing features (If latency exists) [Save, SaveAs, Open]~~

3/26/2016 - 4/1/2016

Lukas: Integrate existing features.

Jake: ~~Debug and finish resizing features.~~

4/2/2016 - 4/8/2016

Lukas: Make command box moving intuitive

Jake: ~~Polish Button Mechanism and appearance [Stretch]~~

4/9/2016 - 4/15/2016

Lukas: Usability testing (Get people to try it)

Jake: Add shortcut features with are determined to be most convenient.

4/16/2016 - 4/22/2016

Lukas: Polish visuals. Work on release documentation/Poster board.

Jake: Fill out test plan. Ensure goals are met/given up on completely.

4/23/2016 - 4/29/2016

Lukas: Finish release documentation.

Jake: Ensure presentation/demo is ready.

Schedule Changes

We keep pushing back a couple of features, primarily implementing keyboard shortcuts, but we will get them done. We have improved usability, however, which wasn't really on the schedule to begin with, so that's where that time went. We are going to continue trying to make the user experience smoother rather than trying to cram in more features.

Current Status

We've gotten creation of command boxes working as intended, giving users the ability to create command boxes and place them on different docks on the left, right, and bottom of the screen. The user can also choose which command box each button will output to when clicked. We've also implemented error messages, preventing users from finishing using the button or command box creation dialogs without filling in all of the fields. We've also gotten right clicking on buttons in order to edit them (almost) working.

THE CODE CHANGES:
We've done a bunch of code refactoring, making everything work better. We also added multiple new classes, for button to command box linking functionality and error checking/warning.

WHAT YOU CAN PLAY WITH
Creating new command boxes and buttons, then linking them together. You can also edit buttons now, changing which command box they output to and what the command linked to them is.

Plan for 3/21/2016 - 4/11/2016

Immediate Tasks:

- Make right click editing work for command boxes, including moving command box location
- Make the time intervals for command boxes work properly
- Speed up the clock on commands displaying

Start on:

1. Get saving environment settings into a file working
2. QA: Name changing with command box and button editing
3. Update SDD to include all the new small classes we have in one class diagram that only includes names

Work on most:

1. Input handling
2. Get saving environment settings into a file working

Finish:

1. Command box and button editing features
2. PURCC poster (woooo)

Challenges and Concerns

I (Lukas) deleted a bunch of my progress. (overwrote it with Jake's code) We are concerned it will not be fun to use so we are focusing on that. We also are concerned about time but we still have confidence we can complete what we want to complete.

Updated Artifacts

Status Report 9 - New
Code - New things added

Requirements Analysis Document (Use case names changed, sequence diagrams added)
System Design Document -

> We apparently accidentally didn't include our updates to these docs in previous status reports. Our SDD has been updated further than in prior weeks, but our RAD has been done for a while.

Included with Update
Project Proposal (Unchanged)
Wiki and Repository (Linked in document - not included in zip)
Status Report 1, 2, 3, 4, 5, 6, 7, and 8 (These will not change)
Test Plan(in process still)