**WEEKLY REPORT**

For the week beginning 5th of April 2021

**Important Notes:**

* This report is to be submitted by all interns under Aztech Internship Programme.
* **Due Date: By 6.30pm of every Friday**

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| **Day** | **Daily Work Updates** |
| **Monday** | LMS v3 three.js scene   * Created placeholder UI * Set up camera and controls * Able to add objects on map with mouse (raycasting) |
| **Tuesday** | LMS v3 features   * Added relocation button to light status table * Started moving some data out from the view page card components into the view page component itself * Fixed bug with table data not updating on change |
| **Wednesday** | LMS v3 features   * Relocation pop up * Begin moving data out of view page card components (allow for less API calls in the future) |
| **Thursday** | LMS v3 features   * Moved all data out of view page card components * Created MockAPI.js file to get data from the overarching dashboard component * Started on integrating three.js scene |
| **Friday** | n/a |

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| B. STUDENT REFLECTION/ FEEDBACK |
| * Code refactoring and features completed up till current design * Moved data out of view page card components to allow for editing the location of the lights in the light status card * Will have to do the same for the other pages eventually for optimisation purposes * Started integration of three.js scene into the page * So far able to create canvas and render spheres and planes, and move camera around |

**Submitted by:**

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| **Name :** | **Tan Kok Hwee Murphy** |

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| **Date of Report :** | **9/4/2021** |