**WEEKLY REPORT**

For the week beginning 19th 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   * Added name overlay display on the lights * Fixed bugs with camera and light selection * Added hotkeys to select groups * Added show/hide button for readme/instructions |
| **Tuesday** | LMS v3 three.js scene   * Fixed outline bug caused by removing lights – problem was with the useCallback() hook in the rollover function calling the memoized function and not getting updated props * Group ID editing added to config |
| **Wednesday** | LMS v3 three.js scene   * Added group config panel and hotkey * Added functionality to select custom group * Imported colour picker package, styling and formatting not complete |
| **Thursday** | LMS v3 three.js scene   * Completed implementation of colour picker * Added option to view lights by group colours * Set up data saving and loading for trigger feature |
| **Friday** | LMS v3 three.js scene   * Added trigger controls to config panel * Added triggerer/triggeree editing and control * Started working on rendering the trigger arrows on the scene |

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| B. STUDENT REFLECTION/ FEEDBACK |
| * Fixed several bugs that were not encountered with previously completed features * Worked on cleaning up the UI, and adding additional hotkeys * Group selection, config and colour customisation added * Trigger feature almost completed, working on rendering the arrow overlays on the scene |

**Submitted by:**

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

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| **Date of Report :** | **23/4/2021** |