**June 2: ShortSounds Weekly Status Report**

Mattie Carlson, John Buscher, Justin Yoon, Casey Fischer,

Seth Hampson, Neil Harlow, Joel Sigo and Nick Jones

**Plans and Goals from Past Week**

* Nick will finish implementing delete track, rename track, compile with effects, and reverb playback
* John will write more unit tests and work on user tests as well
* Mattie will do a code review with Seth over the effects implementation and update documents
* Justin will write more unit tests
* Neil will work on bug fixes
* Seth will work on effects bug fixes and code review with Mattie
* Joel will work on bug fixes and usability tests with John
* Casey will work on bug fixes and make sure all of the code is commented.

**Progress from Past Week**

*Tasks Completed:*

* Nick worked on fixing bugs, updating the schedule, and some final UI elements
* John wrote more unit tests
* Mattie worked on documentation and did a code review with Seth
* Justin wrote more unit tests
* Neil worked on code coverage, some final UI elements and bug fixes.
* Seth did code review with Mattie, debugged effects, and worked on the final UI
* Joel worked on usability testing and did bug fixing as well as updated some final UI elements
* Casey worked on code coverage and robolectric and some final error handling

*Setbacks and What We’ve Learned From Them:*

* We were unable to get a code coverage tool working. We put in a lot of hours, but were not able to incorporate any sort of code coverage tool with Android. We learned that incorporating any sort of outside tool with Android is extremely difficult and we should have allotted more time to the process in our scheduling.

**Plans and Goals for This Week**

* Relax!