Meeting Log:

The first official meeting for project 4 took place on Monday the 15th of April directly after EECS 448 lecture from 9:00 to 9:50 am in a Spahr Library study room on floor 2 with Benjamin, Jeff, and Jon. This meeting was mostly preliminary but laid the ground work for what would be the focus of project 4. We went over everything that would need to be included in the project and noticed it was mainly documentation this time around. With this in mind we decided to split the documentation among all members this time around but this meeting otherwise was brief. We decided we had plenty of time and should clean up everything from project 3 and add at least one new feature.

The second meeting with all members present took place in a Spahr Library study room on floor two on Thursday morning from roughly 9:00 am to about 10:30 am. Here we began to split the work in earnest. Benjamin would begin by cleaning up the web interface, design tests for the testing suite and aid in editing documentation. Jeff would start and finish the deployment and maintenance plan, write up the meeting log, as well as adding the project 4 materials to the gantt chart. Jon would start right away on cleaning up some of the python code, writing tests for the testing suite, and fix the LED logic in the code. Thomas would work on the Bug’s list and aid with various elements of the documentation. It was agreed all members would contribute to the user’s manual and we would not begin work on it until everything else in the project was finalized.

On 4/19/19, with all members present, coming in and out, in a Linux computer lab the Fishbowl in Eaton Hall from 9:00 am to about 12:00 pm the third meeting took place. This meeting was mainly working on the project itself but each member mostly doing their own contributions. Benjamin worked on the website and aided with testing, Jeff aided with testing and worked on the deployment plan, Jon focused work on testing and refactoring the code, and Thomas created a list of bugs. This was a group effort kind of day.

On 4/24/19 with Jeff and Benjamin a small meeting took place directly after EECS 448 lecture in the Fishbowl in Eaton hall from 9:00 am to about 9:50 am. This wasn’t so much of a meeting as a sprint but there were many things discussed such as elements in the deployment plan and elements that needed to be added. We discussed further documentation in the code and Benjamin hacked away on the website.

On 4/25/19, with Benjamin, Jeff, and Jon in the normal EECS 448 Lab room during the normal Lab hours of 12:30 – 2:30 pm, another meeting took place. During this meeting it was all testing. We wrote tests for as much as we could each working separately for a time before having merging issues on the github. At this point we bag working together in more of a test driven development style (test driven for our tests… very meta) and this seemed to work very well. We we’re able to catch small errors and avoid github conflicts. In addition to testing, we completed some debugging and refactoring of the code.

On 4/26/19 Jon and Thomas did stuff and things over some period of time but due to their lack of communication they let the whole team down.

On 4/29/19 from 8 am to 9 am, with Benjamin and Thomas present another meeting took place. Here, Benjamin and Thomas finalized the design of the css portion of the website. The look and the feel of the website, and thus all elements of the web stack, was then complete. During this time the current known bugs were also discussed with potential additions coming. Surely, a heavy debate between what was actually a feature ensued.

On 4/30/19 with Benjamin, Jeff, Jon in the Linux Lab in the Fishbowl from 12:30 to about 2:30 pm a final meeting took place. During this time Jeff and Jon finalized the hardware testing end of the code. Benjamin added health as a new feature to LaserPi! This was implemented in laserpi.py, instead of one shot and death it is now three shots to death. There are also LED indicator lights to let you know the current health status. The last element of the code for project 4 was added during this meeting. We had decided that having the audience view our website and watch it update in real time would be a fantastic way to present our project. However, we didn’t want the viewers to be able to interact with the game in anyway. A quick cut and paste and a few Linux file permissions later, we had a non-user website viewer implemented specifically for presentation use.