

CS4500 Weekly Management Report

Team <6>

Team <Team Code Blue>

<11/4/22>

Accomplishments

(Be specific – what was accomplished and who participated; bulletize response)

- **P6:** Updated some model code to be looking for flags in order to stop execution from the Desktop Application. However, it is not as responsive as it actually needs to be
 - Sam
- **N/A** Did not appreciably work on P5 enough to accomplish anything of note, due to conflicts with some other class projects/tests being due this week p5 has been pushed back a week accordingly.
 - Scott
- **P6 :** implemented try catch on if the chrome extension is connected to the server else it will throw an error on front-end saying it's not connected
 - Max, Alec
- **P6 :** Updated the UI to show latest recommendation list
 - Alec

Goals & Priorities

(List short- and long-term goals in decreasing order of importance; state who is primary responsible and when due)

Short-Term

- **P6 :** continuously update the user-interface on chrome extension to be better formatted (Alignment & other elements)
 - Alec(11/11)
- **P6 :** Create device independent pixels so the desktop application works on multiple resolutions effectively
 - Sam(11/11)

- **P2:** Finalize google review process for public web extension link
 - Max (11/11)(PUSHED BACK, GOOGLE STILL HAS NOT FINISH REVIEW)
- **P5:** Finish programming section of the caching system, hookup to
 - Scott (11/11) (MOVED BACK)

Long- Term

- **P1** Optimizations to the model to better account user metrics
 - November 27th (Aaron)
- **P2** Installation Process, Installer for desktop application
 - November 27th (Alec / Scott)
- **P3** GPU utilization and metrics within desktop application
 - November 27th (Sam)
- **P6** Store latest recommendation to the server using ajax
 - November 27th (Alec)
- **P5** Caching for desktop application and extension
 - November 27th (Scott)
- **P6** Implement Desktop UI Wireframes
 - November 27th (Sam)
- **P6** Implement updated extension UI Wireframes
 - November 27th (Max)
- **DD3** Final Design Document
 - December 2nd (Scott & Team)
- **UG2** Final User Guide
 - December 2nd (Scott)
- **DEMO** Final Demos
 - December 9th (Team)

Needs

NOTE THAT P5 was pushed back because it was seemingly harder than anticipated, the DD2 on the website should reflect this