CS4500 Weekly Management Report

Team <6>

Team <Team Code Blue>

<10/28/22>

Accomplishments

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

- **P4:** Finished up desktop integration w/ Scott and got the progress bar to be updated by model components as scraping of feeds and impressions are done
    - Sam
- **P6:** Added a label on an experimental branch to show also what feeds the desktop application is currently scraping
    - Sam
- **Beta Demo**
    - Whole Team
- **UG1 Rework**
    - Whole Team
- **P2:** Finalized non extension portion of P2, exe deployable (more stability), and redocumented in User Guide
    - Scott

Goals & Priorities

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

Short-Term

- **P4 :** implement try catch to prevent any loop and send errors to the front-end and suggest alternative ways.
    - Alec(10/31)
- **P4 :** continuously update the user-interface on chrome extension.
    - Alec(10/31)

- **P3 :** Discuss w/ Aaron and Scott about the most efficient way to pull statistics from the topic modeler, as well as display progress
  - Sam (11/4) (Pushed Back)
- **P6:** Implement a way to suspend the model on user interaction w/ the pause/play button on the desktop application
  - Sam (11/4)
- **P2:** Finalize google review process for public web extension link
  - Max (11/4)(or whenever google decides to finish its review)
- **P5:** Finish programming section of the caching system, hookup to
  - Scott (11/4)

Long- Term

- **W2** Implement Desktop UI Wireframes
  - November 27th (Sam)
- **W2** Implement updated extension UI Wireframes
  - November 27th (Max)
- **P2** Installation Process, Installer for desktop application
  - November 27th (Alec / Scott)
- **P3** GPU utilization and metrics within desktop application
  - November 27th (Sam)
- **W4** Optimizations to data processing using new metrics for recommendation
  - November 27th (Aaron)
- **DD3** Final Design Document and Demo
  - December 2nd (Team)
- **DEMO** Final Demos
  - December 2nd-9th (Team)

Needs