

CS4500 Weekly Management Report

Team <6>

Team <Team Code Blue>

<11/11/22>

Accomplishments

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

- **P6** : Adding Device independent pixels to all objects of the Desktop Application to fix rendering on different display sizes
 - Sam
- No Accomplishments
 - Alec
- **P5**: Created the basic caching system and began handling items for not having the process completed, etc. Need to polish up edge cases and status messages returned to the extension (eg. not completed, initial startup message, etc)
 - Scott

Goals & Priorities

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

Short-Term

- **Brochure**: Create the image and blurb for the team code blue for brochure
 - Scott (11/16)
- **P6** : continuously update the user-interface on chrome extension to be better formatted (Alignment & other elements)
 - Alec(11/18)(MOVED BACK, DUE TO WORK OVERLOAD)
- **P2**: Finalize google review process for public web extension link by adding Privacy Policy link
 - Max (11/18)(PUSHED BACK, GOOGLE REJECTED REVIEW FOR LACKING PRIVACY POLICY LINK)

- **P5:** Polish up caching system to correctly handle asynchronous calls (it cannot handle the user not waiting 5 minutes for example)
 - Scott (11/18)
- **P3:** Create visualization of GPU metrics on desktop application
 - Sam (11/18)

Long- Term

- **P1** Optimizations to the model to better account user metrics
 - November 27th (Aaron)
- **P2** Installation Process, Installer for desktop application
 - November 27th (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)
- **UG2** Final User Guide
 - December 2nd (Scott)
- **DEMO** Final Demos
 - December 9th (Scott)

Needs

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