WEEKLY REPORT - 6

Vrushank Agrawal	What I did: - Tested and finalized all image class functions - Integrated the image functions with the GUI - Fix the resizing function for the videos and tested them What I will do: - Refactor the Image code for ease of use for the GUI - Add default images in the application - Fix menu bars in the GUI - Manage the audio integration with GUI and video
Duy Nhat Vo	What I did: - Added image display on the timeline with resizing and moving (with collision detection) - Added container for audio display on the timeline - Refined import menus What I will do: - Implement functions to play audio - Connect buttons and menus
Lucia Carai	What I did: - Rsearched ways to bisect video into image and audio - Researched ways to make animations What I will do: - Create video read and bisect function - Finalize animations for the video class
Dimitri Korkotashvilli	What I did: - Got some errors while integrating the Image class into video. What I will do: - Will try to integrate the image into the video again and then everything into the main.
Lasha Koroshinadze	What I did:

Hieu Le	What I did: - Implement update frame functionality to indicator and progress bar
	What I will do: - Fix bugs in the timeline - Smoothen the UI when playing a video
Minh Tung Nguyen	What I did: - Add feature and debug the timeline - Find and fix memory leak problem by not deleting pointer in heap What I will do: - Use the preview to show the image in timeline
Minjoo Kim	What I did: - Researched on ways to improve the menu bar - Researched ways to add functionalities in the image buttons What I will do: - Fix the menu bar and make the actions work
Hayate Sasaki	What I did:
Yufei Liu	What I did: - Fix problems for Zoom and Rotate animation - Adding basic things for Flying animation What I will do: - Complete Flying animation - Improve the overall structure - Test the coherence with other parts
Yi Yao Tan	What I did: - Implemented a working 4 stitch recursive function - Fixed 3 stitch merge function What I will do: - Optimize all of the image editing functions with threading/ more concise data structures