=== Weekly Team Report (Team 24: MelodyMunk) ===

Week 2 (Summary) (Scrum master: Brooks Van Buren)

9/26 3 hr Got dev environments set up on members’ computers

10/1 3 hr Discussed our progress and setbacks, trying to plan for not getting everything done, but getting most important parts done

Week 3 (Plan) (Scrum master: Brooks Van Buren)

[Meetings]:

10/3 Learn how to use database associations in Symfony Doctrine

10/4 Finish up sprint work and prepare for demo

[Individual Goals] :

Brooks Van Buren: Finish room management, permissions, and connect with users

Avnish Bablani: Test all tasks, finish work on spotify api work

Matt Twardowski: Finish Full Authentication Lifecycle, Get platform up and running on AWS Servers

Elizabeth Stallter: Finish a preliminary UI for registration, login, chat, and to join/create a room

Shrikar Peri: Finish UI with appropriate color scheme, uniformly throughout the application.

Tristan Pickett: A functional demo with 2 bugs or fewer in total

=== Weekly Individual Report (Team 24: MelodyMunk) ===

Name: Avnish Bablani

Week 1 (Summary)

09/20 4 hours Worked on learning spotify API and doing the spotify API sample application

09/21 2 hours Group meeting to decide on design choices, framework and source control format. Downloaded all of the required software for the project.

09/24 1 hours Group meeting to plan for the next week

Week 2 (Plan)

09/25 5 hrs Connect with Spotify API to be able to search for songs and make queries to search songs.

09/28 3 hrs Play proper song from Spotify API by calling it to get the song. Create unit test for this and previous user story.

09/30 2 hrs Error handling for Spotify API

=== Weekly Individual Report (Team 24: MelodyMunk) ===

Name: Shrikar Peri

Week 2 (Summary)

09/25 4 hours Worked on initial UI design for the homepage and linked webpages.

09/26 4 hours Got vagrant up and running with symphony and installed phpstorm ide for easy access to project files.

09/29 2 hours Reviewed PHP / SCSS / CSS

10/01 1 hours Group meeting to plan for the next week

Week 3 (Plan)

10/03 4 hrs Finish the Sprint report, ensure all of week 2 functions are working as they should. Fix unexpected errors.

10/04 3 hrs Continue working with PHP to implement UI functions.

10/05 3 hrs Work with Elizabeth on UI using SCSS / CSS..

=== Weekly Individual Report (Team 24: MelodyMunk) ===

Name: Tristan Pickett

Week 2 (Summary)

9/25 2 hr Started creating class structure for song voting system

9/26 2 hr Research into algorithm for scoring songs

9/28 2 hr Created derivate ranking system from that used by reddit’s “Hot” ranking

9/30 5 hr Began r&d of data structure to hold constantly updated rankings

10/1 4 hr 354931 Finished class structure for guest recommended songs

Week 3 (Plan)

10/3 3 hr Finish ranking system including database side

10/3 4 hr Creation of distinct URLs and setting aside ones that are currently in use

10/4 2 hr Eventual re-use capabilities with old URLs

10/4 3 hr Creation of restriction modes for rooms

10/4 1 hr Verify user is allowed to join a room based off restriction modes

10/5 3 hr Allow specification of users as admins

10/5 2 hr Save and retrieve preferences across sessions

=== Weekly Individual Report (Team 24: MelodyMunk) ===

Name: Brooks Van Buren

Week 2 (Summary)

9/26 1 hr Draw up relation model for permissions

9/26 2 hr c99d0c Started QR controller

9/26 1 hr 669ada Starting permission entity code

9/27 4 hr 381f6a More work on permissions

9/29 2 hr 814e6a Finished QR controller

10/1 2 hr b06a7b Modifying relationship and connecting to users

Week 3 (Plan)

10/2 2 hr Test new entity associations

10/3 2 hr Review database design with Matt since he is experienced with Symfony

10/4 3 hr Add room tracking for current users

10/5 2 hr Finish up room management

=== Weekly Individual Report (Team 24: MelodyMunk) ===

Name: Elizabeth Stallter

Week 2 (Summary)

09/25 3 hrs Draft designs for UI for registration, join and creating rooms, login page, chat page and start css styles

09/26 2 hrs Meet and set up dev environment, review git

09/29 2 hrs learning SCSS

10/01 4 hrs Meet to clarify file setup and work on creating SCSS page

Week 3 (Plan)

10/02 1 hours Finishing Sprint Report

10/03 2 hours Group meeting. Continue working on UI  
10/04 5 hours Finish up basic UI and SCSS/CSS

10/05 4 hours New user unit testing. Group meeting to work on weekly reports and plan next week

=== Weekly Individual Report (Team 24: MelodyMunk) ===

Name: Matt Twardowski

Week 2 (Summary)

9/26 1 Hours Group Meeting, Symfony Overview and Tutorial

9/26 2 Hours e579fb2 Installed FOSUserBundle for Symfony and created Users Table

9/26 2 Hours 5bc43c8 Create new playlist AJAX Function and JS

10/1 1 Hours e2bac7b Overrode FOSUserBundle UI and added functioning logout button

10/2 2 Hours 30f1a47 Worked on SQL Relationships between permissions

10/2 3 Hours a95ed70 Created Profile Page, Edit Profile Page, Added Fields to User Entity, and overall UI work

Week 3 (Plan)

10/3 3 Hours Get MelodyMunk running on AWS Servers

10/3 2 Hours Setup Database on AWS Servers

10/3 2 Hours Meet with group to talk about merging and check off Sprint 1 tasks

10/5 3 Hours Merge and Finalize all tasks in Sprint 1

=== Weekly Individual Report (Team 24: MelodyMunk) ===

Name: Avnish Bablani

Week 2 (Summary)

09/25 3 hrs Connect with Spotify API to be able to search for songs and make queries to search songs.

09/26 2 hrs learned about symfony and deploying server locally

09/27 afaa88b 2 hrs spotify authentication web application

09/28 3 hrs Play proper song from Spotify API by calling it to get the song.

Week 3 (Plan)

10/3 5 hrs finish up work on spotify api

10/4 2 hrs write unit tests for various tasks

10/4 2 hrs work on making sure everything submitted