

EE/CprE/SE 492 Weekly Report 4

February 25-March 30

Group 1

Class Scheduler

Client: Vicky Thorland-Oster, Tina Prouty

Advisor: Dr. Daniels

Team Members: Lewis Callaway (Client Point of Contact), Simeon Steward (Algorithm/Project Lead), Brian Schomer (Project Manager), Isaiah Ortiola (Component Designer), Carter Everts (Testing Lead), Michael Less (Tech Lead)

Summary:

Our team continued progress on the application and had a peer review with the other class scheduler team.

Past two-week accomplishments:

- Lewis: I worked on creating an executable program for the client to run. I was unsuccessful so I'm working on creating an alternative install method, so we have a viable product for the client to use.
- Simeon: Provided support and helped other team members complete their work on the backend.
- Brian: I have been working on bug fixes and seeing what might work for algorithm changes
- Isaiah: Multiple attempts to work with Electron-forge and Electron-builder in hopes of using those tools to package our project into an easy-to-use deliverable along with a .exe file used for either installation or running the application.
- Carter: I attempted to solve the issue of tests failing but am still struggling to figure out what is causing these test cases to fail. I also tried writing more test cases to get a better understanding of why the tests are failing, but that didn't help.
- Michael: Attempted to figure out how to export the computed data as a csv file, unsuccessfully so far

Individual contributions

Name	Individual Contributions	Hours these two weeks	Hours Cumulative
Brian	Fixed bugs and did some analysis	10	50
Carter	Created frontend and backend tests	12	46
Isaiah	Frontend organization and meetings	17	51
Lewis	Worked on creating the executable file for the client to use. Creating instruction manual	14	75
Simeon	Created backend especially algorithm tests	6	54
Michael	Attempted to figure out how to export the computed data as a csv file	13	50

Plans for upcoming weeks:

- Lewis: Finish solving remaining bugs and make it more usable for the client

- Simeon: Fix bugs as needed, and help other team members with any questions or when they get stuck
- Brian: Continue working on bugs and meet with clients to get anymore changes that are needed.
- Isaiah: Continue working on either an .exe for the app or other alternatives for better installation and deployment. Take another once over the Frontend to see if there might be anything to improve. Do some documentation (commenting and formatting the code).
- Carter: Finally fix the test cases, so that we can get a better understanding of what works properly in our program and what needs to be fixed. I also plan to start writing some test cases for the backend as well.
- Michael: Complete the export feature and polish UI/complete any other issues.

Summarize the feedback you received (both written and verbal).

We received feedback that we had a strong overall algorithm as well as a functional UI. The reviewers thought our solution would be very usable for our client and that is important. Their biggest concern was that the class scheduler API would be unavailable, and the client would have to enter classes manually. They also thought we should fix the issue of trailing decimals for percentages and didn't understand what the percentages meant. Their group had received feedback from the client that the design had to look "modern" so they wanted to remind us to have ours look modern too. Finally, they recommended keeping up the communication up so group members can stay on track.

Describe any new insights your team generated based on this feedback.

We thought more about how classes could be imported, how our UI should look, and how we can continue to keep a high level of communication.

What steps are you taking based on the feedback?

We will make sure our UI looks modern, investigate additional ways of importing classes, and ensure that we are maintaining high levels of communication. We have fixed the trailing decimal error that they gave us feedback on so that will help the UI be more usable. We will continue to maintain solid communication on GitLab and Discord.