EE / CprE / SE 492 – sddec19-03
GoMe
Bi Weekly Report 15

11/08/19 - 11/22/19
Client: General Public
Faculty Advisor: Goce Trajcevski

Team Members
Michael Arnold - Chief Engineer
Jacob Montgomery - Lead UI
Jaclyn Ralfs - Data Analytics/Scribe
Akaash Suresh - Engineer/AI Tech
Mark Marrano - Systems Engineer/Requirements Analysis
Bailey Jensen - Lead Back End/AI Tech

Accomplishments of the past two weeks
- Got the schedule working better in real time - mike
- Began creating a simulation/testing environment for our scheduling algorithm - Mike
  - We knew one of our biggest issues of the semester was going to be faking data and faking testing scenarios for our scheduling algorithm. This class simulates scenarios by creating fake users and randomly generated activities, tasks, arrivals and departures to create a schedule for that user. It then runs the simulation in order to see how our scheduling algorithm handles the randomly generated scenarios. This will allow us to run our algorithm on infinite schedule scenarios and then run tests on those scenarios to make sure our algorithm is always scheduling things correctly.

Pending Issues
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Individual Contributions

Team Member	Contribution	Hours	Total Hours
Michael Arnold	Worked on improving our scheduling algorithm. Began the creation of our	30	215

	simulation/testing environment for our scheduling algorithm.		
Jacob Montgomery			145
Bailey Jensen			103
Jaclyn Ralfs			78
Akaash Suresh			98
Mark Marrano			100

Plans for the Next Two Weeks
- Continue merging AI with Data Collection - Michael, Jaclyn, Akaash, Bailey
    - Now that we have our data collected we can begin picking out the specific data points we need to feed to our AI and then begin feeding it to our AI.
- Get the schedule working in real time by connecting location verification service with the scheduling algorithm. This will allow our application to update the schedule based on certain triggers like the user arriving or leaving an activity - mike, jake
- Continue working on the following services to understand the ELO score - Mike, Jake, Bailey
    - A service that understands the users elo score and makes updates to the schedule accordingly
    - A service called the feedBackService that understands the users elo score and gives feedback to the user on how they are performing -- an AI-like "app-voice" parent/mentor feeling to it
    - A service that analyzes the users elo score and creates charts and other analysis for the users
- Continue on making the simulation environment in order to test the scheduling algorithm and then fix and bugs that are found - Mike
    - At the end of this, we should have a foolproof scheduling algorithm that handles any scenario it may run into during the day when it is attempting to update the users schedules in real time.
- Setting up an integration testing environment - Mike, Jake, Mark