

**EE / CprE / SE 492 – sddec19-03**

**GoMe**

**Bi Weekly Report 16**

11/23/19 - 12/6/19

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
- Finished 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.
- Created a first instance of a sub-event page, where the user can view their tasks relating to a specific schedule activity (e.g. work tasks and meetings) - Jake
- Started logging user's activity and displaying it in the progress page - Jake
- Take into account the user's daily schedule score and give them brief feedback on how they are doing in each category of their life. - Jake
- Can now invite users to invite instead of immediately adding them - Jake
- Algorithm to search for user's availability and match it to events for them to schedule - Jake
- UI updates - Jake

- Configured Jenkins integration testing server so that it runs tests daily. The server is running on my local machine - Mark

### Pending Issues

- None

### Individual Contributions

Team Member	Contribution	Hours	Total Hours
Michael Arnold	Worked on the simulation	40	255
Jacob Montgomery	Added features for inviting users to events with a notification. Created a feature to find a user's availability and match it to social activities. Filled out the progress page so the user can see what they have done for the day and how they are doing in different categories. Redid event card design with a recyclerview for better functionality. Feature to notify users when someone in their activity is running late. UI updates, as always.	30	195
Bailey Jensen	Worked to implement multi user event functionality. Implemented features to allow one users actions to alter events that are shared with other users	18	138
Jaclyn Ralfs	Finished ability to add/remove friends, recommend events to users based on their interests, users capable of "joining" events and it will add to their schedule, started final report	20	118
Akaash Suresh	Wrapping work up on group notification on multiple devices. Implemented a nodejs api, and getting it hooked into the app	15	123
Mark Marrano	Created and configured a Jenkins server (running locally on my desktop). Created a report system for	30	138

	user elo changes. Started working on a builder for		
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### **Plans for the Next Two Weeks**

- Finishing touches to the app - everyone
- Create our presentation - everyone
- Finish our Final Report - everyone
- IRP presentation - everyone
  - Wednesday of dead week 11:45AM
- Touch up bugs in code base - everyone