

January 22 – January 28, 2006

Date	Activity	Time Spent
1/23/06	<p>Started Monday by spending several hours in the Senior Project's lab working on:</p> <ol style="list-style-type: none"> 1. Load Tile Set UI 2. Rule Editor UI. <p>This includes tweaking the designs first in Visio until I was satisfied with the new iteration and then implementing it into java.</p> <p>One thing to note is that in Visio I am now using actual Java backdrops for my designs so that I have a better understanding of how the final product will look in Java.</p>	3 hrs.
1/24/06	<p>I continued today working in both the senior project's lab and at home on the following:</p> <ol style="list-style-type: none"> 1. Final touchups to load tile set UI 2. Finishing up the rule editor to fully match the design 3. Started the tile editor UI. This meant just removing the save button and replacing it with a view button (for quick image viewing) 4. Pattern editor UI – this is just a duplicate of the tile editor for now 	4 hrs.
1/25/06	<p>Today was another big day. I spent several hours working on:</p> <ol style="list-style-type: none"> 1. Tile Editor UI functionality (ie: add/remove button for tile listing). 2. Also, I added the simple functionality for the apply, ok, cancel buttons. This basically closes the dialog...as soon as rich is done with his load/save tile set stuff, I'll be able to make them do real stuff. 3. Started changing all the file dialogs to JfileChoosers in order to remove flickering problem that comes with regular file dialogs. 4. Also, messed around with signing the applet. At first I ran into some errors when loading the applet after it was signed. This was because I was only signing the Applet class and not all the classes. As soon as I did this, it all cleared up. 5. Started working on the playback control UI design 	4 hrs.
1/26/06	I spent today doing the following:	3 hrs.

	<p>1. Tile Editor UI is now done and the functionality is there, but I ran into a slight problem with our readTileImage method. It turns out that it was using the applet as its base directory, which meant I couldn't read outside it. I fixed it by pointing to the absolute path of the images being loaded by the view button.</p> <p>2. I got the images to load up fine, but the UI for the view image window needs some work...that will be handled tomorrow.</p> <p>3. I continued to work on the playback control UI designs by making the buttons transparent. After I did this, I implemented this in Java. I actually did it twice. The first time the design came out fine, but it didn't work for 800x600, so I went back to the drawing board and redid it. Now it does work.</p>	
1/27/06	<p>Spent today doing a few things. First I finished up the playback control UI completely. Then I did the implementation of the UI for the view image dialog (image and close button).</p> <p>This took longer than I intended. I spent at least a half and hour to an hour trying to figure out why my close button didn't work...it figures that I would attach the else if statement to the wrong if. Once I figured that out and got the paneling right for the image and button to look good together, it was a done deal.</p> <p>I'm basically done with my tasks due by next Tuesday, except for the commenting and slight code cleanup that I have to do.</p>	2 hrs.

Week Total: 16 hrs

January 29 – February 4, 2006

Date	Activity	Time Spent
1/29/06	<ul style="list-style-type: none"> - commenting ui and data - cleaning up existing code for the rule editor and tile editor - added double click image viewing to tile editor - fixing bug in tile list (set preferred size vs setvisiblerowcount). Not done yet, but is on the list to be fixed. 	4 hrs.
1/31/06	Team meeting to discuss the next set of tasks and talking about what we will discuss with our client on Friday.	1 hr.
2/01/06	<p>Worked on compiling a checklist of our main features in order to assist in assessing our progress with completing the main features.</p> <p>I also compiled a list of heuristics for user interface testing (from User Interface Design Book) along with usability guidelines for actual designing of the user interface. These are things that should have been done previous semester during design, but were not.</p>	<p>2 hrs.</p> <p>1 hr.</p>
2/02/06	<p>Fixed bug with JList (TileEditor). I set the prototype cell size to a specific value so that everytime a value was added to the list, Java would not try to calculate the cell height and width.</p> <p>Added viewing capabilities to the Tile List (TileEditor) so that users can select an item from the list and view automatically its image.</p>	<p>½ hr.</p> <p>½ hr.</p>
2/03/06	<p><u>Client Progress Review</u></p> <p>We met today with our client to touch-base on where we are right now and to discuss a few items concerning the user interface designs. I headed up most of the discussion since it concerned my work.</p> <p>We did get an ok on the new Rule Editor design, along with the playback summary and the addition of a status bar at the bottom of the playback controls. So all good so far with the user interface.</p> <p>Also we discussed a tentative date of February 10 as when we would like to begin testing with faculty members (chemistry and others). It's a small sample size right now so to work out some of the kinks in the testing plan before doing a large sample set with student users. Basically what will happen is on the 10th (or a few days after at the latest), the prototype link will be up to date with the latest version of the system. It will have information on what the purpose of the test is, what exact goals we hope to accomplish, who to contact, and what tasks we are asking visitors to complete. Lastly, after they complete the tasks, we will ask them to fill out a questionnaire to find out information on the user interface of the system and send them to me, so I can compile the results and share them with the team. And</p>	1 hr.

	then of course get to work on fixing the UI.	
	<p><u>Team Meeting</u> After our client meeting, we met as a team to discuss some of the points of the client meeting. Also, we updated to schedule with some extensions to the work being done by people right now and will probably up date the schedule again this Tuesday (Feb. 7th).</p>	1 hr.

Week Total: 11.0 hrs

February 5 – February 11, 2006

Date	Description	Time Spent
2/05/06	<p>I spent Sunday working on playback-related components.</p> <ol style="list-style-type: none"> 1. Summary Screen. Based on my visio design, I worked in java to implement a similar look and feel. I ended up with a similar design, except for the addition of the splitpane to divide the tiles and the tile data. This will allow for the tile list to be adjusted to the size of the tiles. I added a button called summary to give the use access to the information. 2. Unused Tile Screen. Very similar to the summary screen, except it only has unused tiles and it only needs a description box and not either a name nor a type box. 3. Playback Status – This is a label at the bottom of the playback controls. It will display messages during playback concerning the addition/deletion, and editing of tiles. It may also display other messages as well. This was pretty simple. After I finished that, I moved my summary button on the far right of this label so to group related items together. 	<p>2 hrs.</p> <p>1 hr.</p> <p>1 hr.</p>
2/06/06	<p>I spent Monday working on the Rule Editor UI additions. Since we got an approval for the design from our client, I went ahead and worked to implement as I had it on the design. There were not really any stopping points along the way as it went pretty quickly. It was all a matter of tweaking the look and feel of the design as it is a lot easier to make things look a certain way in visio as compared to Java.</p> <p>The rule editor now contains the following:</p> <ol style="list-style-type: none"> 1. Name 2. Instructions box 3. Allowance of blank tiles, Allowance of Unused Tiles. Both contain options to impose on the user(ie: unlimited vs limited allowance of tiles and what feedback is required). 4. Session options (ie: saving session, printing arrangement). 	2 hrs.

2/07/06	<p>Team meeting. We discussed the current status of people's tasks and what was next on the schedule. We ended up with some extensions to people's tasks (a few days). It seems that basically as we progress forward, our schedule is becoming more in-depth into what we need to get done (our details were more vague before as a result of our inexperience).</p> <p>My next set of tasks will include online-testing set up (prototype page will have testing information on it and will be made available to the public) and getting my user interface code for the rule and tile editor, to work with Rich's code.</p> <p>Besides the team meeting, I spent today also reworking my original list of features for the system as part of my risk officer position.</p> <p>I also integrated my code with the latest version of the system. (An updated data module and updates to the user interface module).</p>	<p>2 hrs.</p> <p>1 hr.</p> <p>1 hr.</p>
2/09/06	<p>I worked today on putting together the test sheet that will form the basis for what I will put up on the web under the prototype link. I'm actually a bit behind on my duties right now, but it looks like we have gotten a bit behind as a group in terms of progress. However, so far the pushback's have been acceptable and I believe we are still on target for our march goal of finishing the main features. Anyways, the test plan right now contains a brief overview of the project, the purpose of the test, the goals of the test, and some basic instructions. I am going to work on Friday on the actual tasks and will email out that to the project manager on Saturday.</p>	1 hr.
2/10/06	<p>I finished writing up today two tasks and have gone through them pretty thoroughly to make sure I made it clear and understandable. The two tasks are, one for getting familiar with the system, so it's a real open-ended task, and the second has the participant try the default tile set. They have the objective of trying to find the correct arrangement and though it sounds pretty simple, there is a number of things that they use to help them to do this. These include using the mini-map, the multiple column tile listing area, and switching the tile listing area left or right of the main area.</p> <p>I have one more task to write and that deals with the playback. That I will hopefully get done before Tuesday's status report. I need to focus on Saturday with writing the questionnaire's for the two tasks so far. That will probably start Saturday and end Sunday.</p>	1 hr.
2/11/06	<p>All right, I got done today the first questionnaire. Its roughly about 8 questions long and it covers the user interface starting with the menu's and working through them, hoping to find out the user's</p>	1 hr.

	impression of what they believe each does and/or should do. I'll spend Sunday working on the second questionnaire and maybe work on the third task.	
--	---	--

Week Total: 13 hrs.