March 12 - March 18

Tuesday	<u>Team Meeting</u> Today we met during class for 1.5 hrs to discuss our current progress and one on one testing. I also showed my preloaded set work to the team. <u>Code integration:</u> I spent a half an hour integrating my preloaded set code with nathan's bug fixes.	2 hrs.
Thursday	<u>Team Meeting</u> We met today for another hour and a half where we finished up our discussion on testing and figured out exactly what we will need to have done in the application before testing. I volunteered for creating the actual testing assignments we will have users do along with the feature checklist and the questions we will ask. Then later on that day, it took me about ½ an hour to type up the notes I wrote by hand from the earlier meeting. I sent that out as soon as I finished it up. <u>Testing Research</u> I started on my portion of testing by reviewing the scenario and use case section in the Requirements Analysis Document and my online testing information. This took me about 2 hours to peruse through everything and take notes on the useful stuff. I will start putting together the test stuff tomorrow.	4 hrs
Friday	<u>Testing Writeups</u> I spent three hours working on writing up each of the assignments that we will have our participants complete. The first assignment is dealing with arranging the tiles and getting familiar with the layout of the application. The second is more or less open ended with the playback pretty much up to the discretion of the user. I provide the starting point but then tell them they can interact with the screen as they wish. The final assignment is dealing with creating a tile set and perhaps is the most difficult to really grasp. The first part with the rules is pretty self-explanatory, but when it comes to making the connection between tiles and images and where to put them it is not always clear. I am going to work on possible improvements to the Create Set function before the testing. Despite those improvements, this assignment and the functionality one will probably go through some refinement after one or two tests. Also with each assignment, we will ask our participants some questions about the features they tried and about the features they did not use during th test.	3 hrs

	Online Testing Progress Up to this point the online testing has really been a dud. We have not gotten any responses other than the one from before spring break. Hopefully the one on one testing will fair better.	
Saturday	Help tabs I started putting together in MS Visio (for an hour) the basic design for the help section in the application. We will provide information about what every thing basically is, about the basic usage of the app, the playback usage, creating tile sets, and a list of terminology. The design just has the basic contents of the first tab. I will hopefully get the design further and start implementing some time this week. Writing up Checklist I spent another hour putting together a feature list for our testing. These are all the features we will be looking at during the testing. Not all features will be used during every part, so a feature group is included (ie: tile arrangement, playback).	2 hrs

Week Total: 11 hrs

March 5 - March 11

Date	Activity	Time Spent
Entire Week	Preloaded Tile Sets 1. Researched accessing, updating, and removing zip files from inside a jar application. This involved google searching and using the java forums on Sun's site. 2. Found a tutorial to help with reading in the bytes of a zip file that represented each zip entry. 3. I put inside the create Tile Set Panel method the code to read in the zip information and uncompress it to a local folder called preloaded sets. Then I put each set into the available sets list so that when the application fully loaded, it would be available to the user when they went to load tile set menu option. Online Testing in Progress Online testing is still in progress, but so far only one individual has tried out the application and filled out a questionnaire. Hopefully more will try out the application.	8 hrs.

Week Total: 8 hrs.

February 26 - March 4

Date	Activity	Time Spent
Entire Week	<u>Online Testing in progress</u> The testing information was put up on the prototype page and our client was sent the information that she will need to provide potential testers. What I ended up with is 5 tasks: 1. Getting Started (Free-for-all run of the system) 2. Arranging Tiles 3. Playing back a log file (Tile arrangement) 4. Creating a new set 5. Modifying an existing set After I uploaded this information, I let our client know and posted on the CAOS forum web site to expand our exposure. <u>Research Preloaded Tile Sets</u> Started researching how to handle the preloaded sets (ie: accessing a folder inside the jar or using zip file). <u>Client Meeting</u> We had a client meeting today to discuss general testing (online and one on one) along with her experience with the application. We also cleared up some details on the summary information provided during playback.	10 hrs.

Week Total: 10 hrs.

February 19 – February 25

Date	Activity	Time Spent
Entire Week	<u>Create/Modify Tile Set</u> This week I spent my time fully implementing the create tile set functionality for the system. This involved: **1.** Prepping the user interface components so that they were all accessible in a way that there information can be retrieved. **2.** Creating a new class called Rules to store the data gathered in both the rule editor and tile editor (ie: place for images to be stored, boolean values for the check boxes, etc.) **3.** Researching for a way to write out images, other than ImageIcon objects (too much space taken up). I decided on storing the images as byte arrays and putting each inside array list which could be easily written out as part of the Rule object. **4.** Meeting with Nathan to discuss whether or not to keep the apply button (redundant and can be annoying). We decided to get rid of it and just have an ok/cancel button. **5.** This all comes together in the User Interface class under the section of the action performed method looking for ok button on the set editor where data is written out (saved). <u>Worked on Online Testing</u> I worked also on finishing up the material needed for the online testing like questionnaires and task information updated (we were delayed on some things for the application and so we took the time to include a more complete application to be used for the testing). This was finished by the 28th and made public. It will run indefinitely.	12 hrs.

Week Total: 12 hrs.