



Status Report 1

January 9, 2006 – January 26, 2006

ID	Task Name	Start	Finish	Duration	Jan 2006				Feb 2006			
					1/8	1/15	1/22	1/29	2/5	2/12	2/19	
1	Grid Code Cleanup	1/9/2006	1/17/2006	9d								
2	Play Area Code Cleanup	12/16/2005	1/17/2006	33d								
3	User Interaction Code Cleanup	12/16/2005	1/17/2006	33d								
4	User Interface Code Cleanup	12/16/2005	1/17/2006	33d								
5	Website Updates/Changes	1/10/2006	1/17/2006	8d								
6	System Testing I	1/17/2006	1/19/2006	3d								
7	Tile Set Data Storage Options	1/17/2006	1/19/2006	3d								
8	Load/Save Tile Set Implementation	1/19/2006	1/31/2006	13d								
9	TileBin Storage Redesign	1/17/2006	1/31/2006	15d								
10	Rule Editor UI	1/17/2006	1/31/2006	15d								
11	Tile Editor UI	1/17/2006	1/31/2006	15d								
12	Playback Control UI	1/17/2006	1/31/2006	15d								
13	Playback/Record Implementation	1/17/2006	1/31/2006	15d								
14	Mini-map Implementation	1/24/2006	1/31/2006	8d								
15	System Testing II	1/31/2006	2/5/2006	6d								
16	Test Cases	1/31/2006	2/10/2006	11d								
17	Client Progress Review I	1/30/2006	2/3/2006	5d								
18	System Refinement	2/3/2006	3/4/2006	30d								
19	Acceptance Testing I (User Interface)	2/13/2006	2/20/2006	8d								
20	Acceptance Testing II (Functions)	2/20/2006	2/27/2006	8d								
21	Arrangement Printing	2/3/2006	2/28/2006	26d								
22	Creating/Loading/Saving Patterns	2/3/2006	2/28/2006	26d								
23	Pattern Comparison/Checking	2/3/2006	2/28/2006	26d								
24	Pattern Comparison/Checking	2/3/2006	2/28/2006	26d								
25	Pattern Security Options	2/3/2006	2/10/2006	8d								
26	Website Maintenance	1/10/2006	5/6/2006	117d								

Team

Brian

Rich

Neil

Nathan

Overview

The project is going well and close to schedule. We began our work on revising the code in the Grid, Play Area, and User Interaction modules. These modules were functional in our prototype but most were written quickly and while we were still learning java. They needed to be cleaned up before we could easily build off of them to develop our program. In an effort to clean up and better modularize our program, we decided to pull all the user interface code from our Frame class and drop it in its own User Interface class. The website also received a major overhaul to prepare for this semester.

While cleaning up the Play Area code, we opted to redesign it. The new design will implement a linked list rather than an array to store the tile information for tiles in the Play Area. This requires more work right now but the team agrees that it will make things much simpler in the long run due to the ease of insertion as well as the addition or subtraction of columns on the fly.

The Playback system has also been worked on although not complete. The Playback system now loads and saves log files as well as implements manual and auto-playback. The system will need another update to support the additional types of log entries we will have as well as a minor update to display some additional information to the screen (such as timestamps) once the UI for this module gets updated.

Work is currently being done to implement the loading and saving of tile sets. Once completed, we should be able to load different tiles sets into our system rather than the single hard-coded set we currently use. Directly related to this is the User Interface for the Rule Editor and Tile Editor. These two interfaces (and the Playback Interface) are currently being reworked and made functional.

Issues We Have Encountered

We have encountered a few issues so far. The first was the need for schedule revisions. When we started this semester, it took us a week or so to get a good grasp on the task we needed to accomplish and the time they would take. Once we had a better idea, we revised our schedule to be more accurate and cover more tasks.

The Play Area (Tile Bin) redesign was an issue we didn't really plan on encountering but we had plenty of time in the schedule to fit it in and it was a needed change.

Signing applets is another issue that has come up. Last semester we thought we could bypass security issues with reading and writing files to the local PC but we failed to realize that the signed certificates could expire. We are currently looking for a way around this. If all else fails, we will have to adapt our program to be a normal java program ran from the local pc rather than an applet. Converting this would require almost minimal work and our client already said last semester that it was fine if we had to do this.

Feature Creep is the last issue we have encountered so far. Our client (who at this time we have not yet had a chance to meet with this semester) has asked about saving functionality to save sessions and come back to them later. We expect this to require minimal work since most of the required functionality is already in our Record module and had actually intended to try and implement this anyway. She has also asked about printing functionality. We will discuss this in more detail when we meet with her next week. This sounds like a very good feature and I think we have ample time to implement it but we need to be careful that we don't devote too much time to it since it is not in our contract nor is it a required feature.

Tasks Accomplished

- Website Revisions
- Code revisions/fixes/cleanup
 - User Interaction
 - User Interface
 - Play Area
 - Grid

Work In Progress

- New Tile Set Graphics
- Record and Playback Functionality
- Play Area Redesign
- User Interface Work
- Loading and Saving of Tile Sets

Issues Encountered

- Schedule Revisions
- Tile Bin Redesign
- Signing Applets
- Feature Creep
 - Print Functionality
 - Saving of User Sessions

Team Contributions

Nathan – User Interaction class cleanup, record and playback functionality

Rich – Grid class cleanup, jar file research, loading and saving tile set functionality

Neil – Play Area class cleanup, Play Area redesign

Brian – Website rework and maintenance, new tile set graphics, Frame/UI class separation/cleanup, UI for rule editor, tile editor and playback