

Nathan Mikeska

CLIP Weekly Log

February 12th – February 18th

<u>Date</u>	<u>Activity</u>	<u>Time Spent</u>
2/12/06	Playback Labels, TB Side Switching, Schedule – I spent some time updating the playback system to update the status label so that it lets the user know what occurred during each playback entry. I also fixed the tile bin side switching that was broken when the new tile bin was integrated. This turned out more complicated than expected due to sizing issues but I think it should be resolved now. I also spent some time updating our schedule to be more accurate and complete for the status report on Tuesday.	3 hours
2/17/06	Advanced Playback – Spend just a little bit of time working on some advanced playback functionality.	.5 hours
2/18/06	Playback – I spent a couple hours working on the advanced features of playback mode. I also spent some time working on the load and save functions for playback.	3 hours
Various	Research and Compatibility Testing – I spent a decent chunk of time throughout the week researching a lot on jar files as well as doing some compatibility testing/debugging with other computers (including Macs).	2.5 hours
	Total Time	9.0 hours

February 19th – February 25th

<u>Date</u>	<u>Activity</u>	<u>Time Spent</u>
2/19/06	<p>Reworking Playback Functions – I spent some time reworking some playback and log functions in the playback portion of our system.</p> <p>TB Size Changes in Playback – I also spent some time updating the playback system to support tile bin size changes. In other words, if a user is resizing the tile bin and then saves the log later, the user watching the playback can visually see that the user resized it.</p>	4 hours
2/21/06	<p>Team meeting – We had a team meeting and discussed the usually assortment of stuff.</p> <p>Many Various Activities – I had family business to attend out of state later this week so since I wouldn't have a chance to work on the system for almost a week, I put in a ton of time this day. Online testing was going to be launching before I got back in town so I put forth a lot of effort into fixing lot of small bugs and making various improvements and updates in preparation for the testing. Long Day...</p>	10 hours
	Total Time	14.0 hours

February 26th – March 4th

<u>Date</u>	<u>Activity</u>	<u>Time Spent</u>
2/28/06	Team Meeting – We had a team meeting and discussed the usual assortment of issues.	1.5 hours
3/1/06	Bug Fixes, Cleanup – I spent some time working on a few bug fixes and system cleanup.	1.5 hours
3/2/06	Team and Client Meeting – We had a team and client meeting today. The biggest portion of the client meeting consisted of bringing her up-to-date on where we were at and where we were headed as well as getting a lot of valuable feedback from her on the current state of our system.	1.5 hours
3/4/06	Advanced Tile Placement – In addition to spending some time on bug fixes, I put a lot of thought into thinking over advanced tile placement ideas. The goal here was to make it more pleasant for the user to move tiles around. After a lot of thought, I decided some of my more complex ideas probably weren't going to work well so I went with a simpler method but its still made a decent improvement. I implemented this change on the same day. Users now have 30 pixels worth of error on each side of the tile as opposed to 10. Bug fixes and Images – I made a bug fix or two. I also shrunk down our large tile set to a small and more pleasant to use size.	5 hours
	Total Time	9.5 hours

March 5th – March 11th

<u>Date</u>	<u>Activity</u>	<u>Time Spent</u>
3/5/06	Spring Break and Images – I finished up my previous nights work of shrinking down the big set's images. I then enjoyed Spring Break for a week or so.	1 hours
	Total Time	1.0 hours

March 12th – March 18th

<u>Date</u>	<u>Activity</u>	<u>Time Spent</u>
3/14/06	Team Meeting – We had a team meeting and discussed the usually issues that we always discuss at meetings.	1.5 hours
3/15/06	Preloaded Sets Loader – I spent some time working on the small little app we will be giving the client for loading and unloading preloaded sets into and out of the application.	2.5 hours
3/16/06	Team Meeting – We had a team meeting and discussed the usually issues that we always discuss at meetings. Preloaded Sets – I converted the preloaded sets loading function to no longer require a zip file. In terms of code, this is more complicated but from a usability perspective it makes things much nicer and easier to use. Bug Fixes/Improvements – In preparation for the beginnings of user testing next week, I spent some time working on bug fixes and usability improvements	5 hours
3/17/06	Blank Tile Names – After a few dead ends and wasted effort, I managed to find a good solution for placing	4.5 hours

	<p>names on blank tiles. It seems to work pretty well thus far.</p> <p>Bug Fixes/Improvements – I performed some more bug fixes and minor improvements.</p>	
3/18/06	<p>Preloaded Set Loader – I worked some more on the preloaded set inserter.</p>	1 hour
	Total Time	14.5 hours