

# Nathan Mikeska

## CLIP Weekly Log

**March 19<sup>th</sup> – March 25<sup>th</sup>**

<u>Date</u>	<u>Activity</u>	<u>Time Spent</u>
3/19/06	Preloaded Set Inserter – I spent two long sessions working on the preloaded set inserter. Some of this included research on loading and editing the contents of jar files.	6 hours
3/20/06	Testing Session and Team Meeting – We spent about 2 hours running a testing session and then we had a team meeting.  Preloaded Set Inserter – I spent about an hour and a half working some more on the preloaded set inserter. At this point, it was pretty close to finished.	3.5 hours
3/21/06	Testing Session – We ran a testing session.  Bug/Usability Fixes – I spent a ton of time working on a lot of different bugs as well as making some usability improvements based of client and tester feedback. I also spent a little bit of time finishing up the set loader.	5.5 hours
3/22/06	Testing Sessions – We ran two user testing sessions. We also spent some time discussing the results.	2 hours
3/24/06	Client Meeting – I met with our client on Friday to bring her up to date on the project and get some feedback on a few things.	1 hour
	Total Time	18.0 hours

**March 26<sup>th</sup> – April 1<sup>st</sup>**

<b><u>Date</u></b>	<b><u>Activity</u></b>	<b><u>Time Spent</u></b>
3/27/06	Testing Sessions – We ran two testing sessions and discussed the results	2 hours
3/28/06	Team Meeting – We had a team meeting and discussed the usual stuff.  Testing Sessions – We ran three testing sessions as well has discussed the results.	4 hours
3/30/06	Testing Session – We ran a testing session and discussed the results.	1 hour
3/31/06	Client Meeting – We had a long client meeting to discuss many things. We got a lot of good feedback as well. A very successful client meeting in my opinion.	1.5 hours
4/1/06	Various – I spent a good chunk of Saturday working on many various aspects of the system. Included in this was starting to work on the add/edit blank functionality of the context menu. I made some bug fixes and usability improvements as well.	5 hours
	Total Time	13.5 hours

**April 2<sup>nd</sup> – April 8<sup>th</sup>**

<b><u>Date</u></b>	<b><u>Activity</u></b>	<b><u>Time Spent</u></b>
4/2/06	Printing – I spent a decent chunk of time working on the print functionality. Printing wasn't too difficult but I had some trouble with scaling the image properly.  Bug Fixes – I also spent some more time working on some bug fixes.	3 hours
4/3/06	Printing – I put a good deal of effort into getting the printing working properly. When I was finished working, I was satisfied with the results. Printing of tile arrangements was now complete.	3 hours
4/4/06	Team meeting and Testing – We had a team meeting and discussed the usual team meeting stuff. We also ran a testing session and discussed the results.	2.5 hours
4/5/06	Add Blank In Context Menu – I implemented the ability to add blank tiles through the context menu. The biggest obstacle here was getting tiles to find a location where they would fit in that was nearby the context menu location. I also had to go in and add support for the playback system to recognize this feature.	4 hours
4/6/06	Team Meeting – We had team meeting and discussed the usual team meeting stuff. We also had a look at Neil's new code and implementation.  Saving Summary Info – I Spent some time getting the summary info to save properly no matter what order you did things as far as the loading and saving of complete and incomplete sessions.	8 hours

	<p>Various Stuff –  I also spent a very big chunk of time performing tons of bug fixes and usability improvements. One big accomplishment here was getting the pre-save dialogs to appear properly and when appropriate. Also involved in this time was some extensive testing of the recent fixes and implementations.</p>	
4/7/06	<p>Context Menu in Tile Bin –  I spent some time porting the context menu into the User Interaction class and then allowing the context menu to appear and act appropriately in both the grid and the tile bin.</p> <p>Tile Bin Expansion –  I spent some time improving the tile bin resizing code and specifically improving the expansion or retraction of the tile bin via the arrow buttons at the top of the tile bin between it and the grid.</p> <p>Bug / Usability Fixes –  I also spent some time performing more bug and usability fixes.</p>	4.5 hours
	Total Time	25.0 hours