

sddec18-09: Hidden Guardian

Week 2 Report

January 27 - February 2

Team MembersJennifer Frank — *Team Lead*Matthew Pedretti — *Hardware Engineer*Keng Yik Ho — *Hardware Engineer*jacob stilwell — *app developer***Summary of Progress this Report**

This week, we met with our client and adviser. We were able to clarify some requirements with our client. We focused on working on three documents, first was a research document where we collected all of our research and collaborated together about potential roadblocks. The second document was potential new ideas that could improve the initial requirements of this project, i.e. help button in app, being able to flag certain users, etc... Finally, this week we focused on creating a timeline for the Spring Semester, so we have a general project plan to follow and to help us not fall behind.

Pending Issues

We have some concerns about a teammate not showing up to meetings without a reason. We also showed concern about what data we can receive via the development mode in Xbox. This will be something we will constantly have to work with once we start developing. Any other issues we have discussed, we are unsure about because we are still in the project planning phase, but we will handle as they arise and be proactive about them.

Plans for Upcoming Reporting Period

We plan to create a component diagram and solidify our first attempt to create a proof of concept. To coincide with that, we will focus on our Project Plan document, which will solidify and structure they planning we have already started. We will get our webpage up and running with weekly reports and soon our Project Plan. Finally, we will get some tasks up on gitLab issues to structure assigning tasks.

Individual Contributions

Team Member	Contribution	Weekly Hours	Total Hours
Jennifer Frank	researched getting an android app started and how we would connect that to a database, I also helped the team research starting the console development application and facilitated conversations at meetings.	6	14
Matthew Pedretti	I looked into existing technologies as well as what forms of audio data we would have available to us and how those may be accessed by our app	5	13

