

## sddec18-09: Hidden Guardian

Week 5 Report

February 17 - February 23

### Team Members

Jennifer Frank — *Team Lead*

Jacob Stilwell — *Computer Programmer*

Thomas Kirby — *Backend Developer*

Keng-Yik Ho — *Chief Engineer*

Matthew Pedretti — *Hardware Engineer*

### Summary of Progress this Report

This week everyone focused on downloading Visual Studios, starting to get a general understanding of C++ and a few of us tried to get Visual Studios connected with a Gitlab plug-in so we can directly connect the two together. During our meeting we discussed who would be focusing on what. Matthew and Keng-Yik are focusing on hardware and as that task will not be as timely they also are working on the console app with Tom. Jenn and Jacob will be the leads on the mobile app. Our Xbox One came in at the end of this week and next week we should be able to pick it up and begin development. Matthew and Keng-Yik researched the hardware so that we can be ready to purchase it in the not too distant future. Our client also brought up a requirement that the console application needs to be downloadable via a code given with the speaker so we brainstormed some ideas about implementing that and Matthew did some research on it. Research was also conducting further on database connection.

### Pending Issues

Our main issue now is still not having someone proficient in C++ and the learning curve on starting to create the application. One thing that was brought to our attention from research and class is figuring out how the child will not be able to exit out of the background application. To our understanding on the Xbox system it functions as a task manager where if it is running, there is a way to stop it from running. This is a pending issue we will have to deal with down the road.

### Plans for Upcoming Reporting Period

This upcoming week we have a goal to have everyone write c++ code and push to gitlab by Wednesday so that we can test it on our Xbox before Friday. This will most likely require some refreshers or beginning understanding of pushing to git (utilizing our workshop resources), c++ research and general uwp research. We also plan to continue to research what hardware we could use so that we can confirm what we are purchasing and purchase that product by the end of the week. Lastly, we have a Design Document due by March 4th so we will be assigning sections to different team members and working on that throughout the week.

### Individual Contributions

Team Member	Contribution	Weekly Hours	Total Hours
Jennifer Frank	Went into ETG and checked on our Xbox One and started to figure out if we need a locker. Downloaded visual studios and a gitlab	6	28

	<p>extension and almost got the two connected (I should be able to push very soon through visual studios). Also started reading about c++ and continued to comb through the microsoft forums about beginning to develop an Xbox One app. I also worked on updating the project plan for the lightning talk.</p>		
Jacob Stilwell	<p>I looked how to do database setup for android and tried to do a simple app to access information on my machine.</p>	3	24
Thomas Kirby	<p>This week I've downloaded visual studio and have begun refreshing myself on C++ in terms of research ive been looking through CPP libraries to find any that would work in our project. beyond expected dbms and ioms haven't found anything of note</p>	8	16
Keng-Yik Ho	<p>Installed visual basic and familiarized myself with gitlab. I also researched on the op-amp LM386, determined the basic functions and finding the maximum power that can be provided by this op-amp, so that the suitable speaker driver can be purchased.</p>	4	18
Matthew Pedretti	<p>This week I began familiarizing myself with C++ and visual studio. I found some tutorials relating specifically to Microsoft development that should provide us with a base to work off of. I've begun looking into hardware components and how those need to interface with the xbox in order to properly transmit the necessary data. Lastly I looked into how to make the software only downloadable with a code included with the speaker purchase. Microsoft has a system for making software downloadable via a one use code, I'll continue looking into this.</p>	8	29