Week of Oct 5

Team Member	Tasks	Planned Time	Time Spent	Summary	Task Done?	Misc.
All Hands	Complete Prototype	5 man-hours				
Kien	Create Log In page and Research page prototype using Balsamiq	1 hour	1 hour	Helps the team visualize the project better	Yes	
Ryan M.	Create Profile page/game setup page for prototype. Updated team site to include prototype section.	2 hours	1.5 hours	Balsamiq was easier to learn than I thought	Yes	
Christian	Create Homepage for prototype in Balsamiq	1 hour	1 hour		Yes	
Derek	Create Play page and edit profile page	1h	1h		Yes	
Ryan C.	Create Register page and splash page for prototype. Began designing backend database.	2 hours	2 hours	Balsamiq looks very good and I realized database needed a lot more information than previously thought	Yes	

Week of Oct 12

Team Member	Tasks	Planned Time	Time Spent	Summary	Task Done?	Misc.
All Hands	Complete Iteration Doc/Release Plan	2 hours	2 hours	Drafts of documents completed	Yes	
Kien	Reach out to clients about what have been done for the last 2 weeks	1 hour	1 hour		Yes	
Ryan M	Create Glossary Document/Update Team site	3 hours	3 hours		Yes	
Christian	Initial Setup of front end	1 hour	2 hours		yes	
Derek	Set up server	4 hours	4 hours		Yes	
Ryan C.	Set up cloud database	4 hours	3 hours		Yes	

Week of Oct 19

Team Member	Tasks	Planned Time	Time Spent	Summary	Task Done?	Misc.
All Hands	Work on Login/Registration					
Kien	Look into game playing codes from other sources	2 hours	2 hours		Y	
Ryan M	Create Presentation for meeting, Work on Glossary, Design/Code UI for Login/Registration	5 hrs	10 hrs	Learning React took longer than expected	Y	
Christian	Design/Code UI for Website Login/SignUp	5 hrs	8 hrs	Website splashpage is finished and templates for login/sign-up are set	Y	
Derek	Set up https, connect DB to code, do log-in	5 hours	6 hours	Log in mostly works, database connected.	Y	
Ryan C.	Begin planning and implementing DAO classes	6 hours	6 hours		N	

Week of Oct 26

Team Member	Tasks	Planned Time	Time Spent	Summary	Task Done?	Misc.
All Hands	Profile and User Stats Page					
Kien	Learn GTP for Go communications	3 hours	3 hours	Still encouter some obstacles	N	
Ryan M	Create Profile Page and User Stats Page UI	3 hrs	7 hrs	Took longer than expected to format tables to work with Database	Y	
Christian	implement form validation and establish connection between front end and back end	10 hrs	12 hrs		Y	
Derek	Change server to be soley an API endpoint, implement log in again and implement edit profile endpoint	6 hrs	3 hrs	Was far easier than expected	Y	

Week of

Team Member	Tasks	Planned Time	Time Spent	Summary	Task Done?	Misc.
All Hands						
Kien						
Ryan M.						
Christian						
Derek						
Ryan C.						

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Team Member	Tasks	Planned Time	Time Spent	Summary	Task Done?	Misc.
Ryan C.	Connected login and sign up to database	6 hrs	10 hrs	Took a while especially working with git but got cloud db stuff working	Y	

Week of Nov 2

Team Member	Tasks	Planned Time	Time Spent	Summary	Task Done?	Misc.
All Hands	Research UI/Prep for Iteration 1 Presentation					
Kien	Review codes; create database schemas	3 hours	2 hours	Brush up Spring Boot	Y	
Ryan M	Create Research Page UI, Create Presentation	8 hrs	6 hrs	Research form was similar to Signup page so code was able to be repurposed	Y	
Christian	implement profile and account management	10 hrs	12 hrs		Y	
Derek	Implement email server, fix user register to do the proper flow	8 hrs	6 hrs	Server implemented. Need to figure out best way to do the link WRT front-end.	Y	
Ryan C.	Connect email authentication to database	6 hrs	10 hrs	Had to modify other areas	Y	

Week of Nov 9

Team Member	Tasks	Planned Time	Time Spent	Summary	Task Done?	Misc.
All Hands						
Kien	Implement mock gameplay feature	3h	4h	Still buggy	N	
Ryan M	Finalize/practice presentation, update docs, code review	3h	3h	Presentation went well	Y	
Christian	Implement account page	5h	4h		Y	
Derek	Implement misc. endpoints, bug fixes, future proofing code	5h	6h	Cleaned up bugs, implemented misc endpoints	Y	
Ryan C.	Merge features, clean up DB stuff	3h	4h		Y	

Week of Nov 16

Team Member	Tasks	Planned Time	Time Spent	Summary	Task Done?	Misc.
All Hands	Prep for finals	N/A	N/A	Time was spent studying for finals		
Kien	Prep for finals	N/A	N/A			
Ryan M	Prep for finals	N/A	N/A			
Christian	Prep for finals	N/A	N/A			
Derek	Prep for finals	N/A	N/A			
Ryan C.	Prep for finals	N/A	N/A			

Week of Nov 23

Team Member	Tasks	Planned Time	Time Spent	Summary	Task Done?	Misc.
All Hands	Finals/Thanksgiving	N/A	N/A	Took Thanksgiving weekend off		
Kien	Finals/Thanksgiving	N/A	N/A			
Ryan M	Finals/Thanksgiving	N/A	N/A			
Christian	Finals/Thanksgiving	N/A	N/A			
Derek	Finals/Thanksgiving	N/A	N/A			
Ryan C.	Finals/Thanksgiving	N/A	N/A			

Week of Nov 30

Team Member	Tasks	Planned Time	Time Spent	Summary	Task Done?	Misc.
All Hands						
Kien	Implement gameplay feature on a separate server	4hr	5hr	Going well	Yes	Happy path done
Ryan M.	Reseach Go Game Files, Create Mock Game Files, Update Docs	4hrs	3hrs	SGF Files are fairly easy to understand with documentation	Yes	
Christian	Implement Train UI	10hrs	1.5hrs	Ready to send data to backend	No	
Derek	Implemented basic training endpoints	8hrs	8hrs	Got endpoints completed	Yes	
Ryan C.	Finished some test cases involving the DB	4 hrs	4 hrs	Testing going well	Yes	

Week of Dec 7

Team Member	Tasks	Planned Time	Time Spent	Summary	Task Done?	Misc.
All Hands						
Kien	Optimizing the training code	5hr	5hr		Yes	

Team Member	Tasks	Planned Time	Time Spent	Summary	Task Done?	Misc.
Ryan M.	Update Use Case Doc, assist in profile deletion	2hrs	2hrs		No	
Christian	Implement deleting a profile	2hrs	1hrs	operation ready for backend	No	
Derek	Re-did code/tests, worked on endpoints	5hrs	5hrs	Got a variety of things done	Yes	
Ryan C.	Cleaned up DB code	1 hr	1 hr		Yes	

Winter Break Summary

Team Member	Tasks	Summary	Task Done?	Misc.
All Hands	Worked on Implementing research and setting up live server	Live server proved difficult to open port issues	N	
Kien	Wrote back-end for research + looked into gameplay		Y	
Ryan M.	Created UI for research parameters, training metrics, and a How-To play page	UI has not been implemented to database or backend but it is prepared to do so	Y	
Christian	Implemented delete profile and prepared training UI to connect to backend.	also had to shift to monolithic so had to adapt some code to make it work. progress froze because of server issues	Y	
Derek	Switch server to monolithic design	Succeeded, but broke nginx in the	Y	Have to solve nginx issues
Ryan C.	Assisted with backend routing, reviewed code and pull requests, began wo		Y	

Week of 1/18

Team Member	Tasks	Planned Time	Time Spent	Summary	Task Done?	Misc.
All Hands						
Kien	Optimize training code again	3hrs	3hrs			
Ryan M.	Updated Docs/Iteration plans, Worked on UI for About Us page	3hrs	3hrs		Docs updated, UI not finished yet	
Christian	Implement how to play page and metrics	1hr	1hr	metrics may need to be modified	Yes/No. metrics have no logic as server isnt operational	
Derek	Tried solving server is:	?hrs	8hrs	Made no progress	Nope.	
Ryan C.	Fixed minor todo item	2 hrs	2 hrs		Yes	

Week of 1/25

Team Member	Tasks	Planned Time	Time Spent	Summary	Task Done?	Misc.
All Hands						
Kien	Start gameplay, debug server	10 hrs	11 hrs		Server works	
Ryan M.	Work on various UI pages	5hrs	4hrs	About us page, team page, research team page	Page Layout set, just need info from client	
Christian	create UI and Implement research pages and forgot password pages	10hrs	5hrs			
Derek	worked on unit tests, s?		5hrs	Maybe getting clo	N on server, partial on unit tests	
Ryan C.	Research gameplay su	4 hrs	2 hrs	Have a plan for ga	Yes	

Week of 2/1

Team Member	Tasks	Planned Time	Time Spent	Summary	Task Done?	Misc.
All Hands						
Kien	Refactor training code. http connection between 2 servers. deploy gpu server	10 hrs	15hrs	deployed gpu server. establish connections	Y	
Ryan M.	Rework iteration plans for rest of the semester. Get client info on research project for publication, connect front/backend research	6hrs	6hrs	Iteration Plan not updated, Finished About page, awaiting client feedback, updated AI agent profile page based on client feedback (added graphs, consolidated chart)	Y/N	
Christian	updated code and merged with backend in order to get an updated jar for the server. Also updated pages based on client preferences	5hrs	3hrs			
Derek	Worked on getting .er	5hrs	5hrs		Y	
Ryan C.	Implement gameplay	14 hrs	14 hrs	Started gameplay	N	

Week of 2/8

Team Member	Tasks	Planned Time	Time Spent	Summary	Task Done?	Misc.
All Hands						

Team Member	Tasks	Planned Time	Time Spent	Summary	Task Done?	Misc.
Kien	Open up gpu server traffic to outside and test some training. Make sure the researcher back-end is smooth	10 hrs	8hrs		No	Dependent on IT Dept
Ryan M.	Updated several UI Pages based on client feedback, worked on research frontend/backend code	8hrs	8hrs	Research backend code in progress, frontend logic framework done, polished a few UI pages based on client feedback	N	
Christian	Update front end to fix bugs and begin cosumer testing. Also make a use case manual for client to test current project. Password reset feature has been implemented	5hrs	8hrs		Y	
Derek	worked on password r ?		12 hours		Y	
Ryan C.	Improved gameplay fi 10 hrs		10 hrs			

Week of 2/15

Team Member	Tasks	Planned Time	Time Spent	Summary	Task Done?	Misc.
All Hands						
Kien	Document researcher features to API doc. Test training on 9x9 board	8hr	5hr	Halfway done with 9x9	N	
Ryan M.	Add connecting logic to training page, update several static pages to match client feedback	6hrs	3hrs	Lost power/water for several days, was unable to work on project much	N	
Christian	add front end research code	4hrs	2hrs		N	
Derek	snow days	n/a	n/a	n/a		
Ryan C.	snow days					

Week of 2/22

Team Member	Tasks	Planned Time	Time Spent	Summary	Task Done?	Misc.
All Hands						
Kien	Add back-end routes for admin panel. Find a way to deliver elo graph data to front-end. Finish up training with 9x9	10hrs				
Ryan M.	Finish frontend backend logic for training page, News Page, Admin page UI, Pregame page UI	12hrs	14hrs	UI done, setup frontend logic for training page, next need to setup logic for admin/game pages	Y	
Christian	work on fixes specified by client. fix registration page by adding researcher option and submission success	5 hrs	6hrs			
Derek	General improvement ?hrs		~4hrs	Various endpoints	Y	
Ryan C.	Keep improving game 14 hrs			Front end for replay is working		

Week of 3/1

Team Member	Tasks	Planned Time	Time Spent	Summary	Task Done?	Misc.
All Hands						
Kien	Test admin routes. Test 9x9 training locally	5hrs	4hrs		Y	
Ryan M.	work on pregame/Metrics frontend connecting code	4hrs	5hrs	Done with pregame page, metrics done except for ELO graph	Y	
Christian	fix user roles affecting what website looks like. enable profile statistics from server. begin admin code	8 hrs	5 hrs			
Derek	Minor backend impro 5hrs		2.5hrs (so far)			
Ryan C.	Fix gameplay issues, f 12 hrs					

Week of 3/8

Team Member	Tasks	Planned Time	Time Spent	Summary	Task Done?	Misc.
All Hands						

Team Member	Tasks	Planned Time	Time Spent	Summary	Task Done?	Misc.
Kien	Test 7x7 and 9x9 training on play server	5hrs	4hrs		Y	Connection establish. Training script needs some refinement
Ryan M.	Continue working on various frontend connector code	4hrs	5hrs	metrics elo working on offline workspace, needs testing	Y	
Christian	Connect training front end to back end	8hrs	7hrs	train agent and view all agents is done, still need agent profile along with delte and publish	N	
Derek	Assisting front/back e	5hr	5hr		Y	
Ryan C.	Get base gameplay fir	8 hrs	8 hrs	Gameplay for mult	Y	

Week of 3/15

Team Member	Tasks	Planned Time	Time Spent	Summary	Task Done?	Misc.
All Hands						
Kien	Fix training script. Work with Christian to connect finish up research feature. Work on hinting move.	10 hrs	6hrs		Y	
Ryan M.	Work on SRS presentation/Poster, Continue on various connecting code	7hrs	7hrs	Presentation draft created, will edit on client feedback		
Christian	Finish connecting the training code	8 hrs	9hrs		Y	
Derek	Assisting front/back e	5hr	5hr		Y	
Ryan C.	Resolve authentication	8 hrs	8 hrs		N	

Week of 3/22

Team Member	Tasks	Planned Time	Time Spent	Summary	Task Done?	Misc.
All Hands						
Kien	Finish up Researcher feature.	10hr	8hr	Work with Christian	Y	
Ryan M.	Edit SRS poster, work on presentation, create footer for site, assist with various frontend gampleay features	10hrs	11hrs	Poster/presentation complete, footer created for site, worked with Christian on frontend gameplay connections		
Christian	Finish researcher feature and complete admin panel	10 hrs	9 hrs			
Derek	Assisted with React ta	10 hrs	~8 hrs			
Ryan C.	Finish gameplay	12 hrs	20 hrs			

Week of 3/29

Team Member	Tasks	Planned Time	Time Spent	Summary	Task Done?	Misc.
All Hands						
Kien	Test training on the main server. Add date to agent training.	3hrs	5hrs			
Ryan M.	Finalized several static pages, site footer, assisted on gameplay and form validation, updated docs and finalized presentation	10hrs	10hrs		Y	
Christian	admin panel		10 hrs		Y	
Derek	Made requested chan	8hrs	12 hrs		Y	
Ryan C.	Help get gameplay ru	6 hrs	6 hrs		Y	

Week of 4/5

Team Member	Tasks	Planned Time	Time Spent	Summary	Task Done?	Misc.
All Hands						
Kien	Write Research and Admin API. HTTPS for the site.	8 hrs	6 hrs		1/2	
Ryan M.	Improve UI for agent, gameplay, and postgame page. Create user manual, practice SRS presentation	9 hrs	9 hrs			
Christian	Connect Gameplay code to front end	10 hrs	8 hrs			
Derek	Helped Christian w co	10 hrs	~8 hrs			
Ryan C.	Helped Christian w co	6 hrs	6 hrs			

Week of 4/12

Team Member	Tasks	Planned Time	Time Spent	Summary	Task Done?	Misc.
All Hands						

	Kien	Help testing and debugging	5hrs	3hrs															
	Ryan M.	SRS presentation, powerpoint for final presentation, video demos, testing	6 hrs	6 hrs															
	Christian	Fix gameplay issues along with profile	10 hrs	9 hrs	All of Dr. Ma's requests have been completed														
	Derek	Tried to get gameplay ?		12 hrs	Gameplay work	Y													
	Ryan C.	Fix gameplay deployment issues																	