# This Weeks Accomplishments

Nat: Worked on bugs with the permissions layer. App Installs working and other nodes can call its apps.

Alex: UI Builder is behind. Exporter is not started yet. Still working on the updating of components

Ryan: Rust now runs the UI Server. Communication manager (atom) work continued, messages move but not finished. State store is tested and working.

Dan: Streams finished. Multiple Communication now works. Documentation.

# Notes

Since we can register features on the fly. We need to figure out how to store function pointers on the fly for apps.

## How far behind?

Handlers for permission are not build yet. Anticipate Next Week

Rust UI builder is not done. Anticipate Next Week

System Startup will take longer than a week. Starting of that will be done next week

One particle communicates to other particles

Alex: Look at Molecule Common for an example of the server. Its not final.

### Old Goals

End of Feb: basic demo of system

Mid to late march: UI Working

End of March (21?): "final demo"

Apps and systems, with synchronized UI and stuff

April: Fix Bugs

Integration Parts

1. UI Builder Rust: Not Working
2. Atomic Layer communication with other atomic layer
3. Atomic Layer to run permissions
4. UI Particle in system: Working

# Next Week Promises

Nat: More testing. Start adding to Common Lib. Documenting.

Once handlers are done, can integrate. Think about how to demo in a few weeks. Needs steps to create success and failure. Think of final system scenario.

Alex: Next week will be migrating to rust. If more time, export.

Transition to integration of Rust UI Server to do the: request + socket -> response

Ryan: Tie rust UI server into system.

Dan: Will pick up some work from Ryan.

Ryan + Dan: Handlers will be done next week. Then connect permissions