CPRE 492 WEEKLY REPORT 16

Project Molecule

25 – 31 January 2017

May1739
  may1739@iastate.edu

Dr. Arun Somani

Ryan Wade – Team Leader

Nathan Volkert – Communications Lead

Daniel Griffen – Key Concept Holder

Alex Berns – Webmaster & Scribe

1 CONTENTS

2 WEEKLY SUMMARY

This week we worked on expanding the code base for our project. We also discussed message formatting and package structure. We are using redis for state change store.

We also set out a work plan for the following three weeks. We are aiming for a first demo at the end of March.

3 PAST WEEK ACCOMPLISHMENTS

All Members:
- Discussed Packaging format

Ryan Wade:
- Worked on Routing Messages to Functions

Nathan Volkert:
- Got basic console app working for digesting package manifest. Still need to modify command names to be meaningful. All App Manifest files will be in the app dir. If installed, then a folder will exist. The folder and the manifest will be named after the app signature
- Got basic console app working for digesting package manifest.

Daniel Griffen:
- Bidirectional streams are mostly ready. Streaming files require their own thread so that's a thing. Debugging rust also works now (Ryan and Nat will be given tutorial on that).

Alex Berns:
- Did some work on the form builder.

4 INDIVIDUAL CONTRIBUTIONS

NAME	Hours	Semester Total	Cumulative
Ryan Wade	12	33	153
Nathan Volkert	13	27	129
Daniel Griffen	14	35	169
Alex Berns	13	32	131

5 COMMENTS AND EXTENDED DISCUSSION

5.1 BI-DIRECTIONAL STREAMS

Streaming files require their own thread so that's a thing.
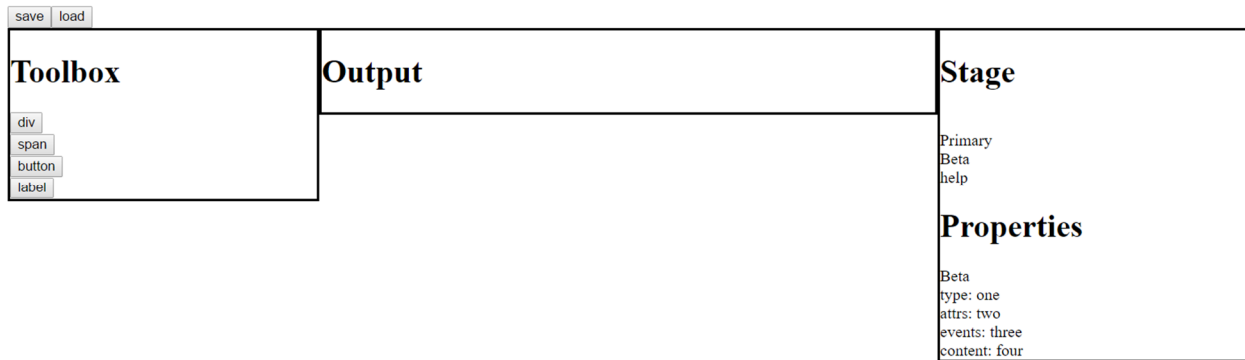
Debugging rust also works now

5.2 CONSOLE APP

All App Manifest files will be in the app dir.

If installed, then a folder will exist.

The folder and the manifest will be named after the app signature.

5.3 FORM BUILDER

Form builder still needs the save and load function created and the toolbox adding. The properties section is populated on clicking of the scene that you want to view.

Planned Features

- Click a prop to modify
- Save and Load
- Render the output
- Mouse over the render to highlight the scene in the stage
- Toolbox adding new scenes and components
- CSS

6 PLAN FOR COMING WEEK

Ryan: Message Managing

Nat: Advanced work on the console app. Adding and removing packages from the console. Need to rewrite previous code so it goes through lib likes it's supposed to and Dan will no longer be mad at me.

Dan: API refactoring

Alex: Continue work on form builder

7 SUMMARY OF WEEKLY ADVISOR MEETING

We discussed what we each did this week.

Discussed next steps. Ryan, Dan will combine in about four weeks.

Week 1 [7]: Communication man, rooms, Form Builder Display, Adding Remove Packages and connecting with Dan stuff

Week 2 [14]: Permissions,

Week 3 [21]: Synchronization , state updates,

Somani will be gone March 14 and April 11

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

Need to track Challenges and missed deadlines for final poster/presentation