EE/CprE/SE 492 WEEKLY REPORT 01

September 16th – September 27th

Group number: 3

Project title: Small Equipment Locker

Client &/Advisor: Matthew Post

Team Members/Role: Laura Mejía, Ben Johnson, Camille Cramer, Ainara Machargo del Rio, and Jon González

o **Weekly Summary**

The team had a meeting on the 19th to discuss our progress on the project and to prepare for our first Peer/Instructor Review Meeting and to discuss any issues regarding our work for the project.

o **Past week accomplishments**

This past week, we met to discuss our progress and to put together all of our information so far for the PIRM. We also discussed setting up meeting times going forward and how to work together even with several different time zones, making sure to meet at times that work best for everybody to be involved.

o **Pending issues**

Jon Gonzalez: Communication with the GUI for touchscreen and solenoid is still an issue. Have to fix an error that doesn't let the GUI close the solenoid.

o **Individual contributions**

NAME	Individual Contributions	Hours this week	HOURS cumulative
Laura Mejia	- Took a look at what we had for our reservation system website. - Divided list of items into categories.	4	8
Ben Johnson	- Started mocking up data to use with testing - Investigated potential options for database backups	3	7
Jon Gonzalez	- Worked on the GUI for touchscreen - Added the open/close to operate the locker but has some bugs to fix	5	9
Ainara Machargo	- Created SQL script that adds items to database. - Started migrating touchscreen GUI from GUIZero to Flask (web-based GUI).	4	8
Camille Cramer	Researched best methods for testing backend	4	8

	● Worked on coming up with plan for backend		

o **Plans for the upcoming week**

- Laura Mejia: Work on the reservation system website.
- Ben Johnson: Meet with backend team to implement database
- Jon Gonzalez: Fix the bugs that the GUI has right now where the solenoid opens but doesn't close.
- Ainara: Continue testing database and finish migrating GUI for ease of use. The current GUI is hard to look at and using a web based GUI could create more modern graphics users are accustomed to today.
- Camille: Implement database and start connecting backend