

Team 06

Project Title: ISEAGE 2.0

Date: 10/10/2021

## Members:

Jacob Morrow – Scrum Master

Jon Schnell - Project owner

Evan Hellman - Project Manager

Cameron Isbell- Software Engineer

Nicholas Krabbenhoft- Systems Engineer

## What we've accomplished in the past week/what we've been researching

Jacob Morrow – Completed the in-class presentation and the first lightning talk. Start on creating Snowflake, joined the group gitlab.

Jon Schnell - IPV6 methods, 6 over 4, 4 over 6, allowing kernel to handle up to the IP layer instead of dealing with ethernet frames individually. Keep in contact with clients about design requirement changes and keep the team informed with these changes.

Evan Hellman - Interfaced with clients to identify milestones and then worked on breaking them into tasks and subtasks. Continued to monitor the state of the codebase delivery. Worked with ISEAGE employees to identify pain points with the current ISEAGE system which influenced milestones and tasks.

Cameron Isbell- Continued to read over ISEAGE documentation.

Nicholas Krabbenhoft- Helped create gantt chart, helped create and presented lightning talk

## What we're planning to do in the coming week

Jacob Morrow – Continue to work on the Snowflake. May start looking into creating virtual machines.

Jon Schnell - Push clients for access to hardware and source code. continue researching the usage infrastructure.

Evan Hellman - Gain access to codebases. Begin analyzing codebase and attempt to compile the codebase. Begin creating a project backlog.

Cameron Isbell- Review ISEAGE 1.0 code and look into improvements.

Nicholas Krabbenhoft - Create virtual environment and start working to compile given code (assuming code arrives on monday as promised)

### Issues we had in the previous week

Jacob Morrow – Due to family issues, some members were unable to contribute properly.

Jon Schnell - Getting access to the code and hardware resources, hard to find a time to collaborate because of forces major.

Evan Hellman - I was still unable to get the team access to the codebase which has made some assignments difficult. We also have significant pressure to create highly granular tasks, milestones, and timelines despite lacking access to what we will be working on.

Cameron Isbell - Due to some family issues, I did not return to this project until Thursday.

Nicholas Krabbenhoft - We still have not gotten the code and there are widely varying reports on the quality of the code base makes it very difficult to estimate times for individual tasks.