

Team 06

Project Title: ISEAGE 2.0

Date: 10/17/2021

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 – Started reading ISEAGE codebase

Jon Schnell - keep in contact with clients to learn about existing flaws in iceflow and new features that should be implemented. Review the iceflow code.

Evan Hellman - Examined the ISEAGE 2.0 initial codebase. Communicated with clients to determine if access to 1.0 codebase is necessary. Compiled the ISEAGE 2.0 code and documented the process in a new README file. Assess team skill level with multithreading.

Cameron Isbell - Began examining the ISEAGE code.

Nicholas Krabbenhoft - Set up virtual machine to compile code, worked on design doc and lightning talk for it.

What we're planning to do in the coming week

Jacob Morrow - Finish reviewing the ISEAGE codebase. Start commenting in the codebase.

Jon Schnell - set up a time to sit down with clients to go through and comment on the complex parts of the code.

Evan Hellman - Set up time to meet with clients and begin planning individual features. Organize the team with an initial planning session to create and assign cards. Set up CI/CD features.

Cameron Isbell - Begin planning IPv6 implementation, begin making the code more readable (more comments).

Nicholas Krabbenhoft - Ideally we will get the code compiled and I will also work on getting the next report/talk done.

Issues we had in the previous week

Jacob Morrow - Scheduling team meetings have been difficult due to jumbled schedules and priority. Difficulty in how to rewrite the code in what language.

Jon Schnell - Still not having access to the hardware for our usage environment. Scheduling issues to find a time where everyone is available to collaborate.

Evan Hellman - Struggled a fair bit to get the code compiled and running.

Cameron Isbell- Much of the code is uncommented and there are dozens of files which need to be understood before ISEAGE's implementation makes sense.

Nicholas Krabbenhoft - There are some very old dependencies that need to be installed manually.