

Team 06

Project Title: ISEAGE 2.0

Date: 10/31/2021

## 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 – Researched and compiled for best tests to be used for the project implementations.

Jon Schnell - IPV6 research continued, planning for implementing in the existing code base. Look over existing configuration for the ISEAGE environment deployed to us.

Evan Hellman - Branched codebase and added testing functionality with the Check framework. Identified multiple issues with improving the code's portability. Refactored much of the project structure to use nested makefiles that allow for more modular code structure. Met with clients and planned future hardware setup.

Cameron Isbell - Researched TCP, packets, and other networking ideas.

Nicholas Krabbenhoft - Finished getting the initial code compiled and communicated with clients to help set up hardware resources needed to run the code

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

Jacob Morrow - Refactor layer 2, ipv4 and ipv6 to kernel

Jon Schnell - continue to rework the existing code, deploy what we have to begin testing our deployment process.

Evan Hellman - Refactor libdispatch to a custom pthreads thread-pool API. Refactor queues to be generic.

Cameron Isbell - Assist with code refactors and continue digging through the code-base.

Nicholas Krabbenhoft - Get current code to be functioning on given resources to make a known good.

## Issues we had in the previous week

Jacob Morrow - No issues to report.

Jon Schnell - Things are going smoothly.

Evan Hellman - No issues!

Cameron Isbell- Unfortunately I was incredibly busy this week and was unable to help out as much as I would've liked.

Nicholas Krabbenhoft - Getting hardware resources to connect fine with my computer caused some difficulty but everything seems to be working fine now.