sdmay19-44: Circuit Drawing and Simulation App/Website
Week 1-3 Report
January 14th - February 3rd
Client: Andrew Bolstad
Advisor: Andrew Bolstad

Team Members

Luke Maring — *Report Manager*
Joe Veal — *Back end coder*
Alex Sutton — *Scribe and Meeting Facilitator*
Cassie Plata — *Front end coder*
Keegan McCarthy — *Team Leader*
Tyler Schurk — *Front end coder*

Summary of Progress this Report

This report shows what we have done since last semester and the things that we will continue to work on.

Pending Issues

We are currently transitioning away from the iframe tag, because it is causing security issues with our drag and drop, as well as our screenshot. We are planning to replace it with a html canvas that will allow both of these functions to work.

Plans for Upcoming Reporting Period

We plan to continue to integrate the two systems onto Gitlab and work on continued progress of Prototype 2.

Individual Contributions

Team Member	Contribution	Weekly Hours	Total Hours
Luke Maring	Worked on solving screen size problem when using different sized monitors.	3	3
Joe Veal	Configured the server to recognize the drawspace. Investigated screenshot options to download our drawings.	7	7
Alex Sutton	This week Joe and I worked on correcting the redirections for each page within the website and I worked on the formatting of these pages. I then began the initial development of the Understanding Components page, including formatting the page and including relevant information on the page. To do this, I learned more about HTML and then began the development process.	8	8

Cassie Plata	Attempted to merge dragging and dropping functionality in a div for drawspace. Still had issues with newly dropped components being dragged within drawspace using native HTML5 and JS, overall unstable.	7	7
Keegan McCarthy	Made adjustments to Semester 2 schedule to be more reasonable and achievable for the final project. Primarily allocated more time to wiring functionality of the project Made adjustments to html/css formatting with Luke Maring	4	4
Tyler Schurk	Implemented a new drawing library which offers much greater functionality for prototype 2 onto a separate test branch and a test html file. This test branch gives us a good idea of what the library has to offer before it is integrated into the main branch.	8	8

Gitlab Activity Summary

A new branch was created for testing out the html canvas with our current functionality. Several commits were made, but no other pushes to report. After we transition to the html canvas, we will be able to merge those changes to the master branch.