

sdmay19-44: Circuit Drawing and Simulation App/Website

Week 6 Report

February 18th - February 24th

Client: Andrew Bolstad

Advisor: Andrew Bolstad

Team MembersLuke 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**

For this week's progress report, we all have been working on our separate parts for prototype II. Some of that would include: the save/download button, the HTML side of our website, the database side, and also the continued progress of the drawing capabilities.

Pending Issues

We are working on completing the full functionality of the wires, all of the proper button capabilities, and also the website layout.

Plans for Upcoming Reporting Period

We plan to continue to work on the wire functions and also complete the database side.

Individual Contributions

Team Member	Contribution	Weekly Hours	Total Hours
Luke Maring	Researched different types of button styles to see which worked best for our application and resizability. Fixed issue of resizing due to percentages being used rather than pixel values.	5	15
Joe Veal	Created database tables for files, usernames, and filenames using django. Started working to integrate these models into different git branches and server prototypes	5	21
Alex Sutton	This week I am still incorporating the "Save" button and user authentication for users in order to make this feature as easy-to-use as possible. I created the format for the login	4	21

	pages and other html files that are incorporated in a Registration folder.		
Cassie Plata	Researched drawing libraries to use for connecting components with wires. There are a lot of libraries that can be used, but some with vector drawing/manipulating capabilities will be better for auto-routing.	3.5	23.5
Keegan McCarthy	Worked with Tyler to learn how to toggle the selection feature in the canvas within fabric.js. Researched how to lock angles with fabric.js to allow for a more user friendly experience. Worked on locked angles when drawing wires.	5	18
Tyler Schurk	Researched different ways to implement the wiring of components. Determined that part of this required canvas selection to be turned off so drawing could occur on the canvas. Also found a method for locking the drawing tool at specific angles	6	24

Gitlab Activity SummaryNothing to report.
