

sdmay19-22: Online ordering platform

Week 4 Report

September 23 - September 30

Team Members

Thomas Wesolowski (TJ) — *Project Manager*

Alec Harrison — *DevOps*

Mitchell Bennett — *Communications/Backend*

Daniel O'Neill — *Testing Engineer*

Caleb Olson — *UI/Database*

Thomas Staudt — *UI/Testing*

Summary of Progress this Report

Completed version 1 of the project plan, Created test version of site and login screen. Discussion on using Django instead of Laravel happened for a short time, but we decided to keep Laravel.

Pending Issues

- Get access to VIP data in some form. Need to wait for our contact at VIP to get back from conferences in the second week from October - Mitch

Past Week Accomplishments

- Creating version 1 of the project plan - All members
- Laravel Factories creation - Alec
 - Research and implementation of a factory in a seeder
- Creation of basic login page - Alec
- Windows laradock research - Caleb
 - Only Caleb and Tom S. using Windows. All others using some version of Linux.
- Laravel Dusk for testing - Daniel
 - Created draft checklist for first set of deliverables
 - Set up base project in Dusk
- Research on Laravel and php - Mitch
- Research on use of Django instead of Laravel - TJ
- Learning HTML canvas and JavaScript - Tom S.

Plans for Upcoming Reporting Period

- Get everyone on a working version of the docker containers so we all have the same development environment.
- Work with Dusk tests to integrate and cover all of register - Alec

Individual Contributions

Team Member	Contribution	Weekly Hours	Total Hours
Thomas Wesolowski	Research on Switching to Django over Laravel	6	23.5
Alec Harrison	Laravel unit testing, factories, and seeders	8	27

Mitchell Bennett	Communication with VIP about data access, more Laravel research	7	24.5
Daniel O'Neill	Learning and setting up Laravel Dusk testing	9	23
Caleb Olson	Research and setup of Laradock in Windows environment	6.5	24.5
Thomas Staudt	Learning HTML canvas, Timers in JavaScript	7.5	25.5

Gitlab Activity Summary

Nothing to report.
