**EE / CprE / SE 491 – sdmay21- 08**
**CowChips4Charity**
**Week 1 Report**
**January 25th –Feb 8th**
**Client: Boo Radley Foundation**
**Faculty Advisor:  Lotfi Ben Othmane**

**Team Members:**
 Xander Apponi  - Fullstack and Test
Swechha Ghimire - Backend
 Jared Schuckman  - Google Analytics
 Helen Woldesenbet  - Fullstack
Clint Lamar - Animation
 Chloe Sabado  - Frontend + UI
 Jacob Liebman  - Animation


**Past Week Accomplishments**
Animation:
- Stadium Asset is more lightweight
- Tested 2020 Unity Version
- Unity Import bug resolved
- Animation Embedded into Website
- First Iteration of Lighting Completed
- Animation round trip communication with Vue

Admin Panel:
- Progress on Donation Dashboard Backend Testing (Jared) \
- Donation Dashboard Frontend and Backend


Google Analytics:


Frontend:
- Front end fills entire screen
- Home Page Donate button links to Boo Radley Foundation website
- Zooming is disabled for more of a native app feel
- Scrolling Disabled for more of a native app feel
- About page is done
- Modernized Registration Page
- Modernized Login Page

- Modernized Account page (found after login)

Backend:
- Developed backend endpoint for countdown screen. The endpoint will grab a user who's made a donation to the Boo Radley foundation with an active game and pull the game's endtime. This endpoint will be later used in the countdown screen for the front end. (Swechha)

Testing:


CI/CD:
- Had to resolve some issues with CI/CD in Github. Key fixes made to two branches that were having test failures were adding environment variables to the deploy.yml file, upgrading MongoDB version, changing the import statement directory file page for a given variable. (Xander and Swechha)
- Switch Stripe to use ENV variable

Project Management:
- Created a user flow diagram for app as requested by client (Jared)
- Set-up new sprint planning time for semester

## Pending Issues

Animation:
- Http connections aren't possible from unity in webgl, so the information must be given from the Javascript
- Javascript access from Unity causes Unity builds to fail (certain lines of Javascript)

Frontend:

- Need to work on centering elements for different devices
- New Front-End Design work.

Miscellaneous:
- Figuring out overall application flow for a smooth transition between screens.

Project Management:
- Meet with client/mentors to go over user flow diagram/powerpoint


| Team Member | Contribution | Weekly Hours |
| --- | --- | --- |

| | | |
|---|---|---|
| Swechha Ghimire | Worked on backend tests for countdown screen, helped fix CI/CD issues | 4 |
| Jared Schuckman | Wrote tests for donation dashboard backend, wrote user flow diagram. | 10 |
| Jake Liebman | Altered Stadium Model, Fixed Importing Models bug | 5 |
| Xander Apponi | Front-end UI fixes. New Frontend homepage design. Fixed projects so that CI tests are now passing. | 10 |
| Clint Lamar | Worked on animation communication; allowing data to be given from Vue, then data is taken from the database and displayed | 8 |
| Chloe Sabado | Worked on modernizing the UI and helping with UI design | 5 |
| Helen Woldesenbet | Worked on Modernizing the UI and fixed  front end issues and wrote tests as well | 7 |

**Plan For Next Week**
Frontend:
- Create countdown screen
- Better style the buttons after logging in

- Vertically center the forms for all devices
- Implement new homepage design

Animation:
- Develop the camera path for animation
- Receive and display data from backend database in animation (fix connection issue)

Backend:

- Continuing writing tests for finished code that needs to be merged
- Make email case insensitive
- /admin/admins post issue