SE 492 - Weekly Report 01
Decision Support in Racket Games
Status Report 1

1/13 - 12/30
Group Number: SDMay20-44
Project Title: Decision Support in Racket Games
Client: Simanta Mitra
Faculty Advisor: Simanta Mitra

Team Members

Benjamin Kramer
Brian Guidarini
Katelyn Sinn
John Rachid
Christion Barnes
Aiden McMinimy

Accomplishments

- Ben
    - Refactored ugly code
    - Met with advisor/client to prepare for the semester
    - Started programming optimal return location for a player
- Brian
    - Started planning out architecture
- John
    - Begun research for transferring video from frontend to Python code
- Aiden
    - Researched how to build an application in ReactJS
- Katie
    - Started planning out frontend
- CB
    - Begun research on ReactJS
- All
    - Met to discuss our plan for the semester and divide work amongst ourselves

Time

Team Member	Weekly Hours	Total Hours
Benjamin Kramer	2	6
Katelyn Sinn	1	3
Brian Guidarini	2	4
Christion Barnes	2	4
John Rachid	2	4
Aiden McMinimy	1.5	3

Upcoming Tasks

- All
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- Ben
  - Continue work on optimal return location
- Katie
  - Set up repo for reactjs app
- John
  - Implement way to receive and analyze video on backend
  - Add additional features to python code
- Brian
  - Setup Django
  - Setup server
- Aiden
  - Help plan, design, & build the frontend
- CB
  - Begin setting up the frontend framework we will be using