WEEKLY REPORT

Group name : **May14-23 VRAC TACTILE VEST**	Date: **3/10/14**
Client/Advisor: **Stephen Gilbert**	
Attendees/Role:	
Garrett Phelps – Meeting leader/UI design	
Benjamin Andry - Team Leader/API	
Jacob Cramer - Implementation/API	
Ryan Haack - Team Communication/UI-API Communication	
Cyle Dawson - Webmaster/API architecture	

ACCOMPLISHMENTS FOR PAST WEEK

WHAT	WHO	WHEN
Branched the current "old ui" so that we can work on the new UI design and still have a copy of our working prototype. Also went in and refactored out a lot of the code that will not be used in the new design. Added in a TactorNode class that will contain information (3D vector ID, etc..) on tactors added to the body. Made some slight margin adjustments to the 3D viewer.	Garrett Phelps	3/6/14 (6 hrs)
Environment set up and working on laptop. Keeping my laptop up to date with the lastest code for demos	Ryan Haack	3/7/14 (3 hrs)
Added more functionality to the Tactor Config Form for adding and removing TactorNodes to the current process. To accommodate this I added a list to the dialog window to show what Tactors are present.	Garrett Phelps	3/8/14 (2 hrs)
Finished OSG support and widget. Nodes (i.e. Tactors) can be added and removed based on what has been configured into the managers	Cyle Dawson	3/8/14 (6 hrs)

Major reconstruction of the tactor management system, including an introduction of an abstract NodeManager system. Still in early stages, but will be the backbone to the configuration of nodes.	Cyle Dawson	3/9/14 (6 hrs)
UI reconstruction, including factoring out of the ActionLog to it's own window. Moving away from Designer and towards pure code for extra flexibility and simplicity.	Cyle Dawson	3/9/14 (4 hrs)
Added functionality for execution of complex patterns, nearly done need to resolve compiler issues.	Jacob Cramer	3/8/14 (4 hrs)
Resolved all issues dealing with Mac portion of Serial.h and Serial.cpp. Attempted to build osg (can't seem to get it to recognize the libraries fully or get it compiled with the correct compiler). Resolved issues in the UI code that the Mac side was being picky about. Created an app icon.	Ben Andry	3/9/14 (6.5 hours)

PLAN FOR COMING WEEK/INDIVIDUAL TASKS

WHAT	WHO	WHEN
Start designing and implementing a "Show labels" option that will show what tactors our on the body. This will also force me to link the nodes on the body to the Tactors added.	Garrett	3/17/14
Resolve compiler issues with threads and finish complex pattern execution. Clean up and reorganize code as requested by Cyle.	Jacob	3/13/14
Finish the node management system, which will ultimately replace the TactorForm and encompass the current system.	Cyle	3/14/14
Resolve issues with osg libraries on the Mac side.	Ben	3/17/14

PENDING ISSUE

ISSUE	RESPONSIBILITY

HOURS

Garrett Phelps	8
Cyle Dawson	16
Jacob Cramer	4
Ryan Haack	3
Ben Andry	6.5