Team Name: sdmay24-02

Team Members:

Evan Brummer, Devin Tigges, Max Kueller, Noah Nelson, Joshua Izumba, Robert Holeman

Report Period: Aug 28-Sept 17

Summary of Progress in this Period

Last week and this week, we met with the TA and our client(s) to get a sense of the developments expected from us for the semester. We explored the design documents and demos provided by the Phase 1 and Phase 2 teams to understand the current state of the project, and noted general areas we will be targeting during the design stage.

Pending Issues

- Explore the repository provided from Phase 2.
- Document the high-level requirements for Phase 3.
- Try to run a test instance of the entire Phase 2 application.

Plans for Upcoming Reporting Period

- Meet with TA and clients, get advice for design progression and priorities.
- Get more familiar with the provided code base.
- Start considering what we can accomplish in our development timeline.

Individual Updates

Team Members	Current Progress	Planned Tasks
Evan Brummer	 Set up and ran a local instance of the Agile frontend. 	 Learn about the auctioning algorithm. Explore all the current frontend features.
Devin Tigges	Cloned git repos and ran application locally	Continue reading through backend source code to get a better understanding of Laravel
Max Kueller	Examined codebase of both project phasesCloned repositories	 Continue examination of codebases Examine tests written for previous repos
Noah Nelson	Cloned all given git repositoriesLooked through Laravel	Get previous frontend and backend running

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	introduction	Explore potentially needed algorithms
Joshua Izumba	 Looked through the last project and looked for immediate improvements 	 Clone repo and run application locally Deep dive into first iteration to understand the matching algorithm
Robert Holeman	 Explored and compared previous two projects UI and documentation. Started Laravel/PHP introduction 	Explore Algorithms