

# CPR E 491 Weekly Report **MAY15-19 Week 11 (11/11/14 - 11/17/14)**

---

**Advisors:** Manimaran Govindarasu [gmani@iastate.edu](mailto:gmani@iastate.edu)

**Client:** Brock Ascher, ECpE Department

**Members (roles):** Randy Groh (Leader), Brandon Kuha (Webmaster),  
Brylee Raupp-Timmons (Key Concept Owner), Maria Vognsen (Key Concept Owner),  
Aaron Zatorski (Communications Director), Alex Haynes, Ian Rosenbery

**Project Title:** CyRIS wall - phase II

---

## Weekly Summary and Accomplishments

Completed Project Plan Version 2

Made a large amount of progress on InCadence music application

Began redesigning the screen and creating a new main screen interface for the wall.

## Meeting notes:

### 11/12 Meeting with Advisor

**Duration:** 1 hour      **Members Present:** All

#### Purpose and Takeaways:

Met with advisor, discussed progress and received feedback.

Met with Paul, spokesperson for a game we are considering putting up on the wall as an application

## Pending Issues:

None of note.

## Plans for next week

Aaron – Begin the process of making the user interface of Stellarium safe, secure, and idiot-proof.

Aaron – Continue working on a screensaver script to present at the end of semester design review.

Brandon – Still waiting for domain and database to be given for the CMS.

Maria – After obtaining excel file from Jason with lab schedules, finish up Ticker in IntuiFace.

Ian – Make updates to Maps application to prevent crashing.

Ian – Work with Brylee on the InCadence application.

Alex – I will work on the presentation and schedule a meeting with Jack Moeller to discuss the Salt Minion API.

Alex – I will also look into the info.iastate.edu Directory Search API.

Brylee – Continue working on InCadence, begin presentation.

Brylee – Finish design document.

Randy – Get webserver up and running, get application in IntuiFace designed with binding to display data.

Randy – If possible setup database with mock information and begin pulling data though VB.

## Individual Contributions (this week)

### **Brandon:**

1 hour advisor meeting discussing progress, game group project and demo  
30 minutes website maintenance, adding documents (project plan and design)

### **Maria:**

1hr advisor meeting and progress demonstration.  
1.5hr designing part of Ticker in IntuiFace  
2hr meeting with Alex on how to make calls from IntuiFace to retrieve web data  
3hr looking through IntuiFace examples  
.5hr redesigning Ticker architecture diagram from Design Document

### **Ian:**

1hr advisor meeting and showing project progress  
2hr in design lab website maintenance and fixing map application  
.5hr - Working on maps code alone, specifically finding extra resources I may be missing

### **Randy:**

.25hr – Emailed Cory Farver about webserver  
1hr – Team meeting with Manimaran  
.5hr – More exploration with the application on the computer

### **Alex:**

2hr – Met with Maria to go over the creation of .ifd files for REST APIs from JavaScript, and a C# dll  
1hr – Met with Adviser to discuss progress and give demo.  
.25hr – Emailed Jason Boyd explaining the changes in the Ticker application goals and requesting a copy of the Coover lab times as a proof of concept.

### **Brylee:**

1Hr – advisor meeting talking about progress updates and demoing what we have so far regarding an example homescreen and piano.  
2Hr – working with CyRide Application, Website updates and Final Project Plan revisions.  
2Hr – finishing other sections of the project plan to make our final one complete.  
1Hr – creating UI Flow Diagram for the final design document.  
3.5Hr – Experimenting with ways to fix QT errors and Environment variables to get Stellarium to launch from IntuiFace without runtime errors.  
4Hr – working on next InCadence Component - Drum Sequencer

### **Aaron:**

2 hours - In Design design lab on Tuesday 11/11  
-Fixed one Stellarium issue and now there's another one in its place. At least I'm getting closer to finding a solution.  
-Updated background and layout of main screen

1.25 hours on Tuesday 11/11

-Replicating Stellarium issue on my personal computer  
-Downloading and running executable file checking program  
-Online troubleshooting of Qt5 platform plugins  
-Began writing a screensaver script to run with the Stellarium scripting engine

1 hour advisor meeting on Wednesday 11/12

3 hours - In design lab on Monday 11/17

- Fixed Stellarium issue!! Wrote a vb script to run Stellarium instead of a direct call from IntuiFace. This seems to finally fix the problem.

- Updates to Media Wall Home Screen

- Design Document Updates

.5 hours creating weekly report on Monday 11/17

## **Total contributions for the project**

<b>Person</b>	<b>Weekly Time</b>	<b>Total Time</b>
Randy Groh	1.75hr	31.50hr
Brandon Kuha	1.5hr	36.50hr
Brylee Raupp-Timmons	13.5hr	67.75hr
Maria Vognsen	8hr	37.50hr
Aaron Zatorski	7.75hr	50.25hr
Alex Haynes	3.25hr	25.25hr
Ian Rosenbery	3.5hr	35.00hr