

EE/CprE/SE 492 - sdmay23-11

CySim

Week 4 Report

March 25th - April 7th

Client: Doug Jacobson

Team Members:

Brady Schlotfeldt - Front End Developer

Bailey Heinen - Full Stack Developer

Matthew Daoud - Project Manager / Front End Developer

Jacob Boicken - Linux/System Administrator / Front End Developer

Ethan Swan - Full Stack Developer

Weekly Summary:

This last week we met with our client to show the current progress of CySim and gather feedback on what we can improve on. Our client was pleased with what we have completed and fully trusts us to finish out the semester with what we are doing. Our team has been working individually on fine tuning the current pages that we have and we are coming much closer to our final design. We have also been connecting big pieces like having our scoreboard effectively communicate with our team register. We have been communicating within our team to discuss potential issues that each of us see with the app and what we can improve on. We are also beginning implementing a testing project to ensure more in-depth testing on the app and see if we can find any problems with assertion tests that we have not been able to find while playing with the UI.

Past Week Accomplishments:

- Brady -
 - Helped set up a meeting with our Client.
 - Met with Jacob and discussed the game plan for updating the tutorials.
 - Edited the tutorial controller so that it now has authorization required for admin access.
 - Added edit and delete options within the controller in regards to tutorials.
 - Edited the create.cshtml file for the new tutorial layout.
 - Implemented an edit.cshtml file that is being utilized for edits being made within a tutorial or gametype file.
 - Rebuilt the table layout for red user, blue user and admin profiles within the index.cshtml file.
 - Added a general description of the tutorial page so that there is more information for the user to see and use to understand that page.
 - Troubleshooted the delete button functionality.
 - Split the tables into 4, two for red tutorials and two for blue tutorials.

- Bailey -
 - Worked on querying database to populate scoreboard based off of registered Teams with Mathew
 - Made it so that we have a separate scoreboard for Blue team and Red teams
 - Made it so that the admin can update teams scores manually
 - Design work for the Scoreboard page (wider view, and profile pictures from teams appear)
 - Team Registration bug fixed where a user can now only join one team at a time.
 - Team registration can edit teams and be able to delete users from team
 - When Blue/Red users add a team they can only add for their respected role type
 - Worked on loading profile pictures when creating a team with Ethan.
 - Changed Team registration from counting available spots to counting remaining spots.
 - Added a table column in Team registration so that from the index view you can easily see all of the users in a team.
 - Created a new Microsoft Identity Role so that we can easily see the user that belongs to a team for better management.
 - After adding, deleting, editing, and joining a team configured the code to perform a refresh on the sign in for the user in so that the view would be reloaded. This was needed so that if a user joined a team they should not continue to see the join button. I did this by using Microsoft Identity Sign in Manager. –This was a true headache
 - Made one custom Error View for team registration to throw if a User tries to join a team with 6 users. (more need done but easy)
 - Added separate tables for Red and Blue teams so that Red Users cannot join a blue team. They are separate entities.
 - Made the role required at login and updated the password length to need to be 8 characters long minimum.
 - Design changes to score board and team registration table to make them color coordinated based off of user role. As well as made the scoreboard larger.
 - Merged updated code into master.
 - Did a project clean up so that to get rid of all our useless files and code. This will be continuous till the end.
 - Demonstrated our application to our client during our meeting
- Matthew -
 - Met with client during scheduled meeting
 - Worked with Bailey in order to finish up the scoreboard including visual changes and functional changes.
 - Worked with Bailey to complete team registration features including pages and controllers
 - Helped discuss and figure out how to fix some bugs
- Jacob -

- Created delete and edit functionality for scenario controller that allows for the deletion and modification of a scenario document and database entry
- Created an edit.cshtml view for the edit pages layout/design similar to the create.cshtml view
- Set up working error handling for both create and edit forms in the scenario controller/views that shows the user what they need to fix while staying on the same webpage
- Met with Brady to assist with changes for Tutorials controller and views to match functionality and design of scenarios
- Redesign index page for scenarios to separate the documents listed into two tables split by what team they are for
- Rewrote scenario controller to be asynchronous
- Made it so that if a request for a scenario does not exist, controller returns a notfound error page instead of silently doing nothing
- Rewrote scenario controller unit tests to be asynchronous and use multiple in-memory databases instead of one to allow parallel testing
- Added tests for new http get request methods
- Added filesystem abstraction to scenario controller and created mock filesystem to allow testing of all http post request methods as they needed to create or modify files
- Ethan -
 - Helped Bailey design Team Registration features and resolve bugs

Pending Issues:

- The join, edit, add UI needs to be updated for scenario, tutorial, and team registration just more description about what the user should be aware about at each view.
- Continuous updates on design for Scoreboard, Tutorial, Scenario, and Team Registration based off of teams input.
- In depth testing of all of our respected roles to see if we can find any bugs that exist within the app and mitigating any issues we find
- Make an error UI that can relay a message to user's if anything were to go wrong with the app. For example, if a user tries to join a team with 6 users already then the error UI should trigger telling the user that the team they are attempting the join is already full. Or if a user was trying to add a scenario/tutorial/team that already exist the UI should tell the user that the respected tutorial/scenario/team already exist
- Merge scenario testing into master and test remaining controllers with assertion tests
- Complete authorization for controllers with correct roles

Individual Contribution:

Name	Contributions	Hours	Cumulative Hours
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Brady Schlotfeldt	Reworked the functionality of the Tutorials page, added authorization as well as revamped the display tables for the different set of tutorials. Along with this I got our meeting scheduled with our client and also did in depth troubleshooting on various issues within the tutorials page.	12	38
Bailey Heinen	New development on team registration and scoreboard. Fixed bugs in team registration. Design upgrades for team registration. See my "past accomplishments" for more in depth detail.	15	50
Matthew Daoud	This week I mainly worked with Bailey in order to finish up my portion of the application and worked with him on many of the things he worked on.	10	27
Jacob Boicken	Essentially, I redesigned our scenarios controller and views to set up all the needed functionality. As well, I mostly completed unit tests for the scenario controller.	16	40
Ethan Swan	Developed, optimized, and debugged Team Registration code	7	23

	with Bailey		
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Plans for upcoming week:

- Brady
 - Making an in depth documentation document breaking down what we have done for this web application for future teams/users.
 - Push tutorials that we can have prestored for when users use CySim.
 - Continuing to debug the web application to look for potential problems.
- Bailey
 - Test all of the application to see if there is anywhere that we can improve
 - Team Registration
 - Scenarios
 - Tutorials
 - Scoreboard
 - Fix all of the bugs that I come across in entire application
 - Look through application and always do code clean up and see if there are more efficient ways that we can do specific task
 - Manage the repo with teams changes on their respective roles
 - Help anywhere that I can
- Matthew
 - Work with Bailey to test the application
 - Look and coordinate with Bailey to fix any bugs that I come across
 - Help refactor/optimize code
 - Help with documentation
 - Continue working with Bailey to finish the application
- Jacob
 - Meet with Bailey about merging my changes with scenarios and setting up assertion tests
 - Meet with Brady about changing small things in tutorials to match how scenarios do them
 - I can do them or when merging tutorials to master we can adjust the controller
 - Mostly things I just updated after Brady changed the tutorials controller
 - Expand my scenario controller tests as some logic is not accounted for
 - Redesign my integration tests to be handle post requests and include all endpoints. Overall, they should also be more efficient.
 - Start testing for authentication? Through integration tests, confirm redirects to sign in page
 - May not get to this as I do not know how to do this
- Ethan

- Help Bailey wrap up on features and debugging across Team Registration and other aspects of the web app as necessary
- Get changes merged as some Git inconsistencies have arised
- Optimize code wherever applicable