Senior Design

Spring Week 2 Report

Interactive Embedded Systems Learning using the Prairie Learn framework

1/25-1/31
Faculty Advisor: Phillip Jones

Team Members:
- Ben Stroup
- Caden Last
- Jack Kennedy - Git Team Lead
- Emmanuel Paz - Server Lead
- Ryan Dela Merced - Project Manager
- Cody Prochaska - Technical Team Lead
- Ryan Bumann

Summary of Progress this Week:
- Continued to work on all aspects of our project

Questions:

Team Member	Contributions	Hours	Total Hrs
Ben Stroup	Created all Homework 11 problems and implemented them in PL. Plan for next week: Clean up HW5 and make it more interactive/what the homework is meant to do.	8	53
Caden Last	Finish the problems that I understand on HW 7. Try to figure out how to automate other questions	5	47
Jack Kennedy	Worked on HW9	2	38
Emmanuel Paz	Created new video, researched auto grader, worked with ryan d on hw 10,	4	47
Ryan Dela Merced	Created all HW 10 questions in PL, working on making them interactive	5	39.5
Cody Prochaska	Had issues with my development while out of state. Wrote hw12 question plan.	5	39
Ryan Bumann	Looked at the capabilities of using javascript in prairielearn. Got in contact with TA Grant about looking at our questions. Fix HW naming conventions and grouped questions into proper hw assessments.	11	45

Plan for Next Week:
Have the first draft of all HWs completed and implemented in PL.
Start trying to implement c autograders for appropriate questions.
Make changes based on any feedback received.
Document which questions are currently static/dynamic.

Additional Information:
Cody HW12 prototype: 🗒 hw12 prototyping