

sdmay18-18: Fleet monitoring system

Week 2 Report

September 12 - September 18

Team MembersTyler Hartsock — *Web Manager*Anthony Guss — *Technical Lead*William Fuhrmann — *Test Engineer*Kendall Berner — *Project Manager*Matthew Fuhrmann — *Report Manager*Venecia Alvarez — *Point of Contact***Summary of Progress this Report**

We have looked into the architecture for our project, examined the constraints of the hardware we are using on the embedded side, and made some decisions on what packages/libraries we will use. We identified the key features of our product version 1.0. At the very end of the period, we received our hardware.

Pending Issues

Architecture needs still need to be looked at since we will be using Node.js for backend.

Plans for Upcoming Reporting Period

We will need to work quite a bit toward the first version of the project plan. We will begin to experiment with the hardware: practicing putting an APK on it, looking at the example code provided for accessing the CAN bus network. A very late client requirement (backend has to be in Node.js rather than microservices) means some of the architecture may need to be reevaluated.

Individual Contributions

Team Member	Contribution	Weekly Hours	Total Hours
Tyler Hartsock	Participated in part 1 of the key features discussion, worked with AJ on architecture decisions for the server backend.	2	7
Anthony Guss	Participated in part 1 and 2 of the key features discussion, worked with Tyler on architecture decisions for the server backend.	2.5	8.75
William Fuhrmann	Participated in part 1 and 2 of the key features discussion, worked with Matt on architecture decisions for the embedded code.	4	9.25
Kendall Berner	Participated in part 1 and 2 of the key features discussion, worked with Venecia on	3	11

	architecture decisions for the front end.		
Matthew Fuhrmann	Participated in part 1 and 2 of the key features discussion, worked with Will on architecture decisions for the embedded code.	3.5	12.5
Venecia Alvarez	Participated in part 1 and 2 of the key features discussion, worked with Kendall on architecture decisions for the front end.	3	8.5