492 Weekly Report 18

Team: Dec15-13
Date: 10/17/15
Advisor: George Amariucai
Project: Ad Hoc Mobile Network
Members: Cole Cummings
              Cody Lougee
              Ethan Niemeyer

Summary

Ethan started working on heartbeat, it is going to replace the original idea we had for hello messages
CoreData is working again for the app and some screens are now using it

Group Meeting Notes

Discussed more in depth about how we want heartbeat to work. Each node should send out a broadcast message periodically. The message contains information to let other nodes know it is a heartbeat message as well as route info. The message initially contains the ID of the node that sent it. Then additional nodes, append their ID to the list and send the message on. When a node receives a heartbeat, it should add the routing info to their routing table. If the message has been received before, discard it.

Advisor Meeting Notes

Talked about how encryption might work. Once a node collects enough path information, there should be paths that are unique to that node and another. That path information can then be used to create a key to encrypt data sent between them.

Accomplishments

CoreData is fixed
Application stores username and ID
ID was changed to vendor ID so our application no longer violates Apple's terms of service

Plans For Next Week

Hopefully get chat screens working

Pending Issues

None currently, but still need to locate physical hardware to test on.

Individual Contribution

Team Member	Hours	Descriptions
Cole Cummings	3	Fixed CoreData, Realm is also working in case it breaks again, log in screen created and stores data if the app is closed
Cody Lougee	1	Didn't have much time this week, but I worked on refining the UI some more.
Ethan Niemeyer	5	Heartbeat will take over many of the DSR protocols, rewriting backend

Total Contribution

Team Member	Hours
Cole Cummings	58
Cody Lougee	55
Ethan Niemeyer	56