

Project Team Bronze

Performance Period: 3/18 through 3/25

(Note: there should be one report **posted to the project website** at the end of each week...)

1. **Summary of Group Accomplishments:** <designated team member should summarize group accomplishments>
 - Made final adjustments before demo 2
2. **Individual Contributions/Accomplishments:** (to be filled out by each individual)
 - Asia: Added pie chart to dashboard, Added dynamic dropdown menu for foodCheckform, Added more css styling for fullcalendar elements, calendar event hover, Added more styling in the dashboard and the Mui charts
 - Jaylen: Created function to calculate the five top wasted food items, dynamically displayed top wasted items on pi chart, changed the addOrUpdate method to insert into the inventory properly
 - Hadeel: Completed my Implement inventory food item quantity viewing trello card and started working on my Implement Friend Functionality trello card and Implemented add/remove friend functionality.
 - Roman: Worked on retrieving all wasted food items from the database for display on the line graph, implemented functionality that sends an alert to the users if they add a commonly wasted item to their inventory using jaylens function that calculates the top five wasted food items. Updated asia's dropdown menus with food items from the database. Added quantity to the food items for display on the calendar.
 - Micheal: Worked on the messaging system of shelf friends utilizing websocket and created the respective tables needed for storing text. Created the UI and continuing to work on the private messaging aspect of the component.
 - Chase: Continued working on implementing adding/removing food from inventory as well as connecting front end elements to database
 - Andrew: Worked on implementing Shelf Friends functionality, displaying the food that the user can send to others and a button that can be used for that.
 - Colin: Added item status tracking functionality, marking items as consumed or expired
3. **Key Objectives for Coming Week** (top level prototype development objectives)
 - Present demo 2!
4. **Issues/Concerns:** Examples below...
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