

902009 - AUV UI

Week 49

1. Karen Salamy
 - a. Began looking over the code again.

Week 41

1. Karen Salamy
 - a. I was unable to attend a meeting held last week with the team regarding the project. I plan to refocus my time on various methods and code to help the team next week.

Week 39

1. Karen Salamy
 - a. Need to spend some more time on this later this week.

Week 28

1. Karen Salamy
 - a. Will review code assignments.

Week 27

1. Karen Salamy
 - a. I was assigned various tasks to help Sumo Creations and will try to address them this week.

Week 26

1. Karen Salamy
 - a. Attended a 2hr meeting to discuss questions that SUMO creations had regarding the new LRAUV UI.

Week 24

1. Karen Salamy
 - a. Need to speak with Carlos regarding typing API calls from Irauv2 to the new tethys dash that Sumo Creations is currently building. Hope to meet with Carlos tomorrow.
 - b. Just received a notice that there will be an AUV meeting this coming Jun 21, 2022 .

Week 23

1. Karen Salamy
 - a. Will be working with Carlos to create a complete list of REST API calls for the new @mbari/api-client package and have responses typed based upon the Irauv-dash API calls. I hope to chat with Carlos this week or early next.

Week 22

1. Karen Salamy
 - a. Meeting up with Jim Jeffers this Thursday on ZOOM..

- b. I have already built the Github MBARI UI code using the notes from Sumo Creations.
- c. Jim and I will be discussing accuracy of the build notes and where I can begin to help with the project.

Week 21

1. Karen Salamy

- a. Adding this project to my list of projects for this year - Kevin can you permanently add?
- b. Built the MBARI LRAUV-dash2 code from the Sumo Creations Git repository. Most everything built easily (a few exceptions) and I had the system up and testing in 20 minutes. I spent some time on Slack chatting with Jim Jeffers of Sumo Creations this week as well. We are scheduling a ZOOM Meeting for next week (after the holiday) to go over the code, build and any other issues that I may be of help to them with including some react JS edits.