



# Meeting Agenda

Sponsor: N/A

Mouthpiece

Team Members

Ian Tyrell  
Group-Lead  
Front-end Engineer

Peyton Smith  
Back-end Engineer

Julien Denis  
Back-end Engineer

Christian Robinson  
Front-end Engineer

Advisor: Petru Andrei

Instructor  
Dr. Noroozi

Teaching Assistant  
Hebert Lopez

Mouthpiece T305

Meeting Date: October 5th, 2022 Time: 2pm

## **Past Work**

Work Break Down / Project Plan / Code of Conduct/Project Scope  
/ Customer Needs / Functional Decomposition

## **Current Work**

UDEMY Courses, Designing UI/UX components, Concept  
Generation

## **Looking Ahead**

More UDEMY coursework | Designing UI/UX components |  
Concept Selection / VDR1 presentation preparation, App  
architecture implementation

## **Needed Feedback**

Database options

App architecture implementation (both back-end and front end)

## **Timeline:**

- **Design a UX/UI wireframe that shall highlight the front end of the mobile application.**
  - **Date Start: 10/07/2022**
  - **Date Estimated Completion: V1 10/31/2022**
    - **Updated Wireframes as product develops**
  - **Member(s) Assigned: Ian Tyrell and Christian Robinson**
  - **Task Details:**
    - **Team will develop a clean and functional user interface and user experience mock-up as well as wireframe detailing how the application will operate and function under different user conditions. Micro content such as words, descriptions, and fillers will be formed within the wireframe. Mapped out a target user flow and sketched out core user flow will be designed using a Mobile Frame.**
- **Survey athletes in the area in order to scale out matrices of importance for application features.**
  - **Date Start: 10/03/2022**
  - **Date Estimated Completion: 12/16/2022**
  - **Member(s) Assigned: Everyone**
  - **Task detail:**
    - **Team members will set time aside to talk to different basketball teams in the area**



(highschool, middle school, colleges, recreational, and parks) in order to see what features seem more important in an application geared toward athletes. Scale out matrixes for project design.

- Udemy Section Topic By Due Dates:
  - Oct 7th
    - Section 1: Getting Started with iOS Development and Swift 5
    - Section 2: Xcode Storyboards and Interface Builder
    - Section 3: Xcode Storyboards and Interface Challenge
  - Oct. 14th
    - Section 4: Swift Programming Basics
    - Section 5: Swift Programming Basics Challenge
  - Oct. 21
    - Section 6: Auto Layout and Responsive UI
    - Section 7: Using and Understanding Apple Doc.
  - Oct. 28
    - Section 8: Intermediate Swift Programming- Control Flow and Op
    - Section 9: iOS App Design Patterns
    - Section 10: ios App Design Pattern Challenge