FLORIDA A&M UNIVERSITY-FLORIDA STATE UNIVERSITY
COLLEGE OF ENGINEERING

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
Meeting Date: November 7th , 2022 Time: 10 am

Past Work
Work Break Down / Project Plan / Code of Conduct/Project Scope / Targets / Customer Needs / Functional Decomposition / Concept Generation / Concept Selection / VDR1 Presentation

Current Work
UDEMY Courses, Designing UI/UX components, Wireframing, App architecture implementation (MVC), Choosing a database

Looking Ahead
Bill of Materials, More UDEMY coursework
Front-end user-experience layout (referencing concept generation/selection components)
Models/framework development (back-end), VDR2 preparation, Risk Assessment, Preliminary Detailed Design, Spring Project Plan, Poster Design

Needed Feedback
Wireframing schematic
Geo-location functionality (use Google Maps API, is it free? Are there better options?)
User data stored in models on back-end
UI/UX components (concept selection choices)/ Front-end layout mockup feedback

Timeline:

Note: UI/UX wireframe implementation pushed back for November due to meeting complications with Dr. Andrei and the hurricane cancelling school.

- **Udemy Section Topic By Due Dates (November):**
  - Nov. 4
    - Section 11: Advance Swift- Classes,Inheritance, Adv Optionals
    - Section 12: Advance Swift Programming Challenge
  - Nov. 11
    - Section 13: Networking, JSON Parsing, APIs, Core Loco
    - Section 14: Networking API Challenge
  - Nov 18
    - Section 15: Firebase Cloud Firestore, TableViews, Cocoapod Dependencies
  - Nov 25
    - Section 16: Command Line and Terminal

- Section 17: SwiftUI and Declarative Programming

- **Design a UX/UI wireframe that shall highlight the front end of the mobile application.**
  o Date Start: 10/07/2022
  o Date Estimated Completion: V1 11/31/2022
    - 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.**
  o Date Start: 10/03/2022
  o Date Estimated Completion: 12/16/2022
  o Member(s) Assigned: Everyone
  o 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.
- **Start Development and get familiar with GIT Version Control**
  o Date Start: 11/04/2022
  o Date Estimated Completion: 12/05/2022
  o Member(s) Assigned: Everyone
  o Task detail:
    - Team members will start to use the UI/UX wireframing to start doing some early development on the project. In terms of syncing the codebase with other members of the team while working simultaneously, members will learn GIT version control environment to sync changes to a Github repo.