



Project: AI + Human Exploration of Daily
Moral Decisions

MORAL DECISIONS AUDIT 3

[24-S1-2-C-Moral-Decisions \(github.com\)](https://github.com/24-S1-2-C-Moral-Decisions)

Introduction

Goal

- Providing Opportunities to Understand Human Behavior in Everyday Ethical Decision Making
- Explore how users' perceptions may change as a result of learning about others' choices.
- Improving AI understanding of real-world moral dilemmas

Task

- Engage users in surveys through the Moral Profile website, present research findings, and promote a deeper understanding of ethical decision-making.
- Large-scale Survey website collects diverse data

MILESTONES OVERVIEW



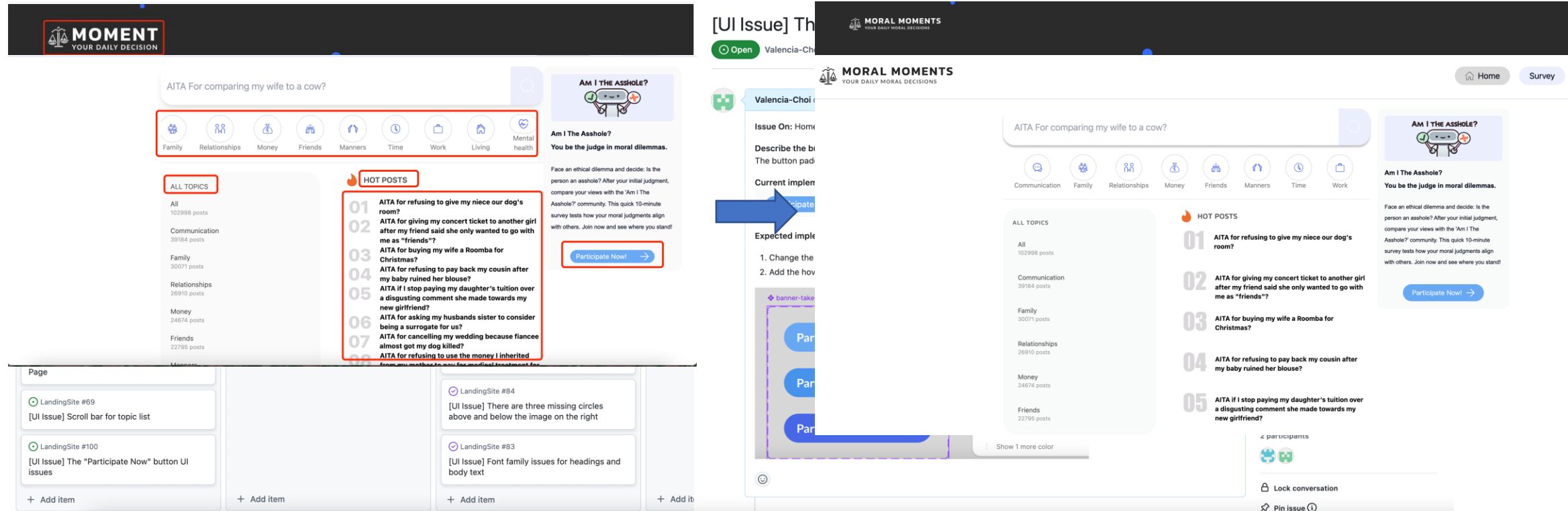
MILESTONES OVERVIEW



Alignment of Project Outputs with SoW Commitments

Phase 3: Back-end Development and Further front-end Iterations

- Aligning UI Design with Front-End Implementation for Profile Website

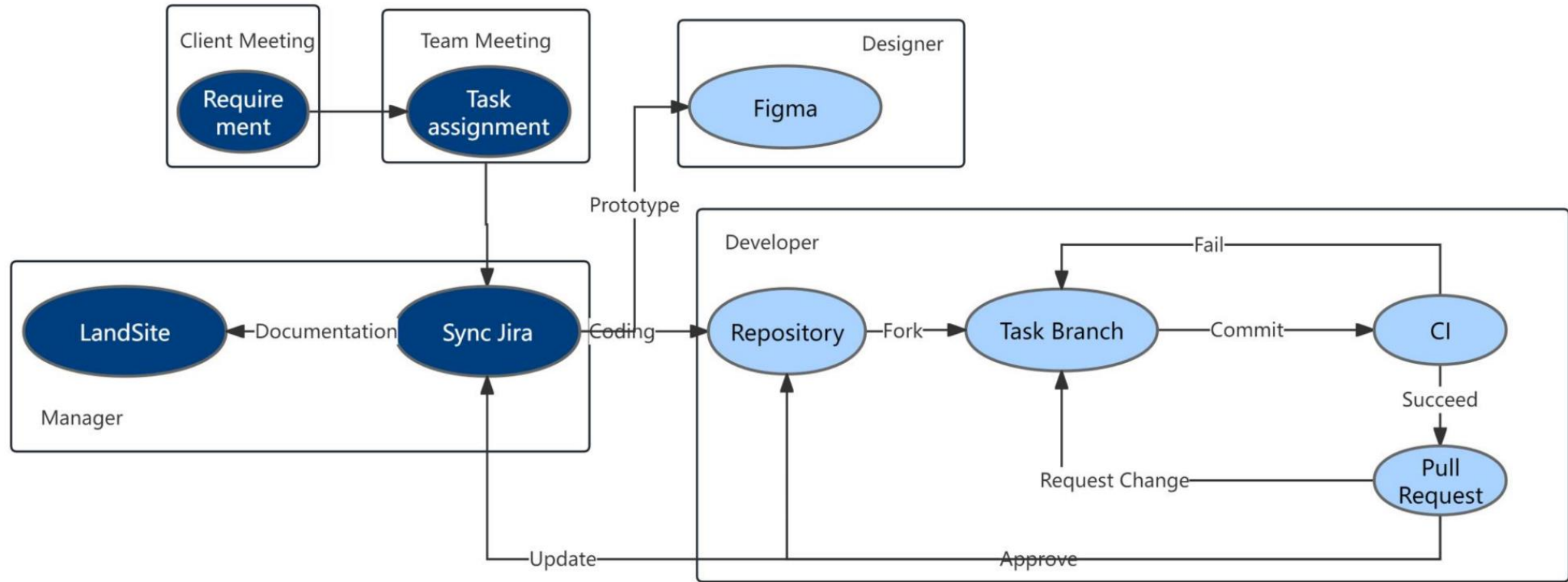


- Figma: [UI Design](#)
- UI Issues: [UI Issues](#)
- Profile Website Front-end Repo: [Front-end](#)

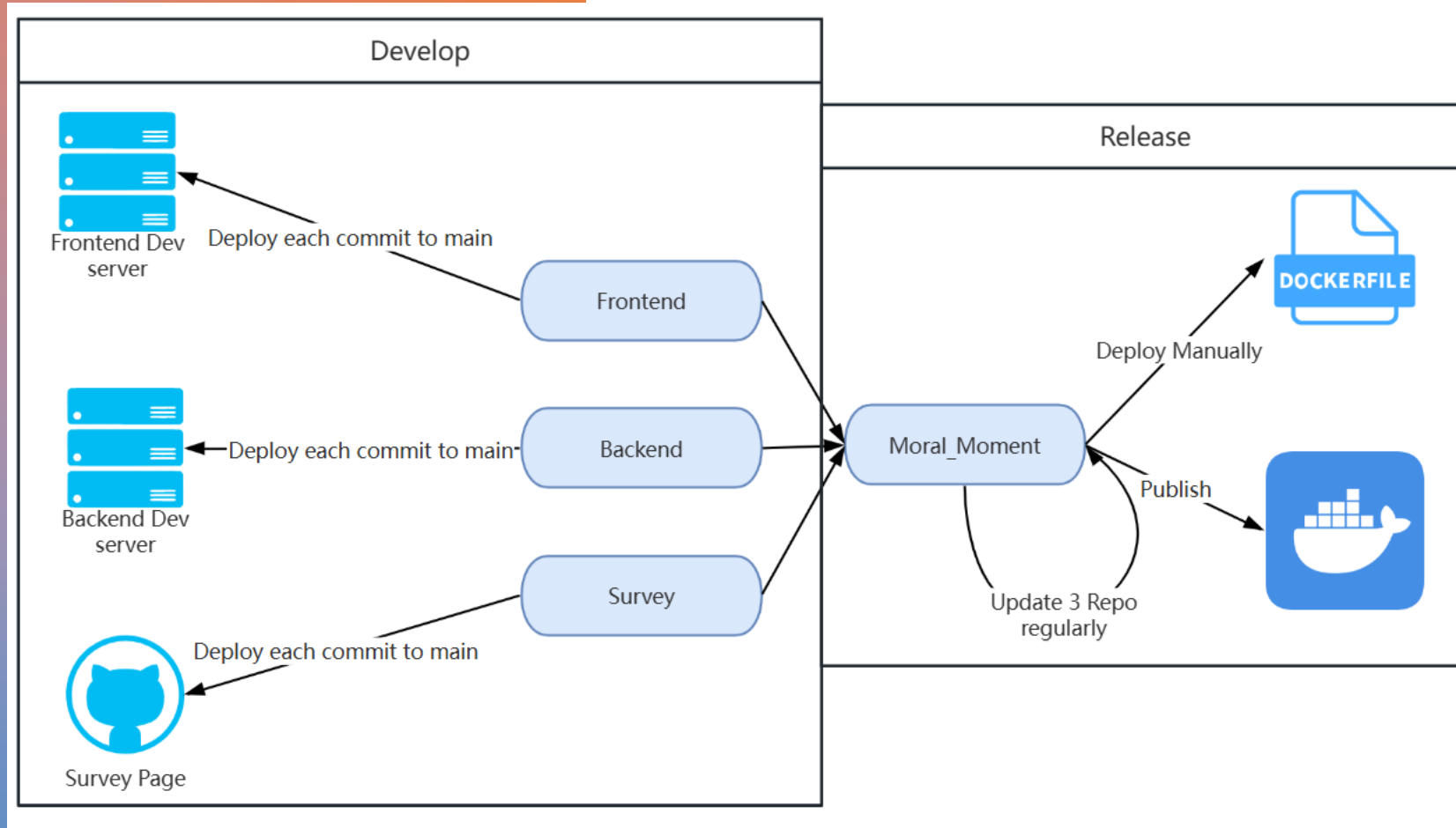
Project deployment

- **Moral website**
- **Survey website**
- **Backend**

Teamwork



Teamwork



Teamwork

The screenshot displays a Kanban board for 'UI Issue' with four columns: 'Todo' (9 items), 'In Progress' (0 items), 'Done' (19 items), and 'Will Not Fix' (1 item). Each column has a description and a list of tasks. The 'Todo' column lists five tasks with their IDs and descriptions. The 'In Progress' column is empty. The 'Done' column lists six tasks with their IDs and descriptions. The 'Will Not Fix' column lists one task with its ID and description.

UI Issue

View 2 + New view

Filter by keyword or by field

Todo 9 This item hasn't been started

- LandingSite #92 [UI Issue] Text font style and color errors in the banner
- LandingSite #54 [UI Issue] The animation background image for the Game Page is too large
- LandingSite #71 [UI Issue] Miss matched Design: Height of navigation bar
- LandingSite #53 [UI Issue] Logo color issue on the first Entry Page
- LandingSite #69 [UI Issue] Scroll bar for topic list
- LandingSite #100 [UI Issue] The "Participate Now" button UI issues

In Progress 0 This is actively being worked on

Done 19 This has been completed

- LandingSite #70 [UI Issue] Text in topic list item needs extra indentation
- LandingSite #89 [UI Issue] Game title text and font weight issues
- LandingSite #93 [UI Issue] Miss matched Font family
- LandingSite #87 [UI Issue] Circle size, image size, sharpness in the right circle
- LandingSite #84 [UI Issue] There are three missing circles above and below the image on the right
- LandingSite #83 [UI Issue] Font family issues for headings and body text

Will Not Fix 1

- LandingSite #76 [UI Issue] Can't jump when click "home"

Teamwork

Projects / Moral

Backlog

Q Search

WX

XW

JL

ZH

CF

+4

Version ▾

长篇故事 ▾

Type ▾

Custom filters ▾

Insights

View settings

<input type="checkbox"/>	SCRUM-148	alignment styles	SURVEY PAGE	DONE ▾		4	
<input checked="" type="checkbox"/>	SCRUM-90	Add time field when posting answer	BACK END	DONE ▾	13 SEP	5	XW
<input checked="" type="checkbox"/>	SCRUM-150	Search Page UI Implementation	FRONT END	DONE ▾	25 SEP	18	CF
<input type="checkbox"/>	SCRUM-153	Fix search page responsive layout	PROTOTYPE	DONE ▾		2	SC
<input checked="" type="checkbox"/>	SCRUM-154	Optimize Survey's responsive layout	SURVEY PAGE	DONE ▾	14 SEP	3	ZH
<input checked="" type="checkbox"/>	SCRUM-155	Completed the first version of search page mobile...	PROTOTYPE	DONE ▾	25 SEP	4	SC
<input checked="" type="checkbox"/>	SCRUM-156	fix Game UI	FRONT END	DONE ▾	25 SEP	6	JL
<input checked="" type="checkbox"/>	SCRUM-157	Implement Survey 5	SURVEY PAGE	DONE ▾	25 SEP	4	ZH
<input checked="" type="checkbox"/>	SCRUM-158	Support StudyId == 5	BACK END	DONE ▾	07 SEP	2	
<input checked="" type="checkbox"/>	SCRUM-159	Implement Router in front end	FRONT END	DONE ▾	25 SEP	2	JL
<input checked="" type="checkbox"/>	SCRUM-160	Add more Field to survey page API	SURVEY PAGE	DONE ▾	02 OCT	3	
<input checked="" type="checkbox"/>	SCRUM-161	Improve game feedback page	FRONT END	DONE ▾	02 OCT	3	XL
<input checked="" type="checkbox"/>	SCRUM-175	Game speed up and storage	FRONT END	DONE ▾	25 SEP	4	ZH
<input checked="" type="checkbox"/>	SCRUM-181	Release product		DONE ▾	07 OCT	5	

SCRUM-66 /

SCRUM-154

Acceptance Criteria

[X] Responsive Layout:

- The personality page and how people differ in making decision page layout should respond and adapt to different mobile screen sizes

[X] Drop-down box tab:

- Options become drop-down box tabs on small screens. Overall layout changes.
- And the selection is displayed below each question.

[X] Final Review and Approval:

- The completed design must be reviewed and approved by the client.
- Ensure that the final product aligns with the overall design guidelines and business objectives.

Details

[Moral - Backlog - Jira \(atlassian.net\)](#)

Username: vincenttttwu@gmail.com password: MoralTeam

Risk Management

Strategy:

- Prioritize early detection and strategic mitigation

Benefits:

- Minimizes risk likelihood and impact
- Maintains project timelines and budgets

Risk Management Strategy Link:

<https://github.com/24-S1-2-C-Moral-Decisions/LandingSite?tab=readme-ov-file#risk-management>

Need to improve

- Some risks were not updated in time.

(Many risks in the risk log but some of them still haven't been completed).

- Some risks might not have been addressed.

(We did not track progress on these action items, making it difficult to ensure they would be addressed.)

Improve Risk Management

Key decisions from the meeting:

Link risk management with a decision log :

1. identify which features are associated with each risk.

Establish a pull request (PR) format:

1. The description must mention which features the PR is related to.
2. The PR should also specify which risks it addresses.

• **Resolve risks after PRs are merged** to ensure all risks are handled.

The image shows two screenshots. The top screenshot is a 'RiskLog' interface with a dark theme. It has a 'Status' dropdown set to 'Solved'. Below this, it lists 'Mitigation Strategy' as 'Catch and address bugs early in the development cycle', 'Date' as 'Sep 26, 2024', 'Impact' as 'High' (in a red pill), and 'Likelihood' as 'Medium' (in a yellow pill). The 'Action Items' section contains a link: 'https://moral-decisions.atlassian.net/browse/SCRUM-165'. The bottom screenshot is a GitHub pull request titled 'fix font style #57'. It shows the PR is 'Merged' and was created 19 hours ago. The PR description includes a list of links to specific landing sites: '24-S1-2-C-Moral-Decisions/LandingSite#98', '24-S1-2-C-Moral-Decisions/LandingSite#97', '24-S1-2-C-Moral-Decisions/LandingSite#99', and '24-S1-2-C-Moral-Decisions/LandingSite#100'.

RiskLog

Status: **Solved**

Mitigation Strategy: Catch and address bugs early in the development cycle

Date: Sep 26, 2024

Impact: **High**

Likelihood: **Medium**

Action Items: <https://moral-decisions.atlassian.net/browse/SCRUM-165>

fix font style #57

Merged c1c4da3300 merged 2 commits into main from SCRUM-176-Front-End-UI-Bugs-Fix 19 hours ago

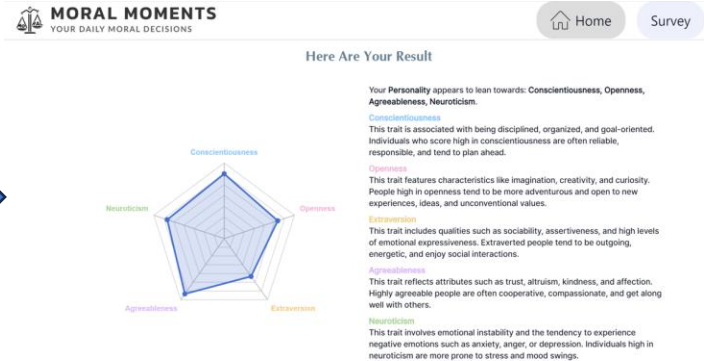
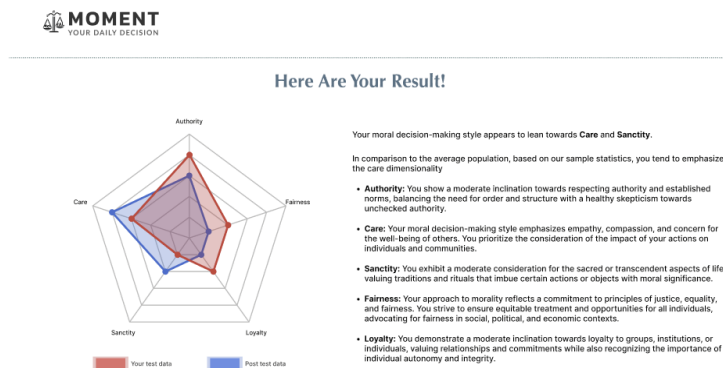
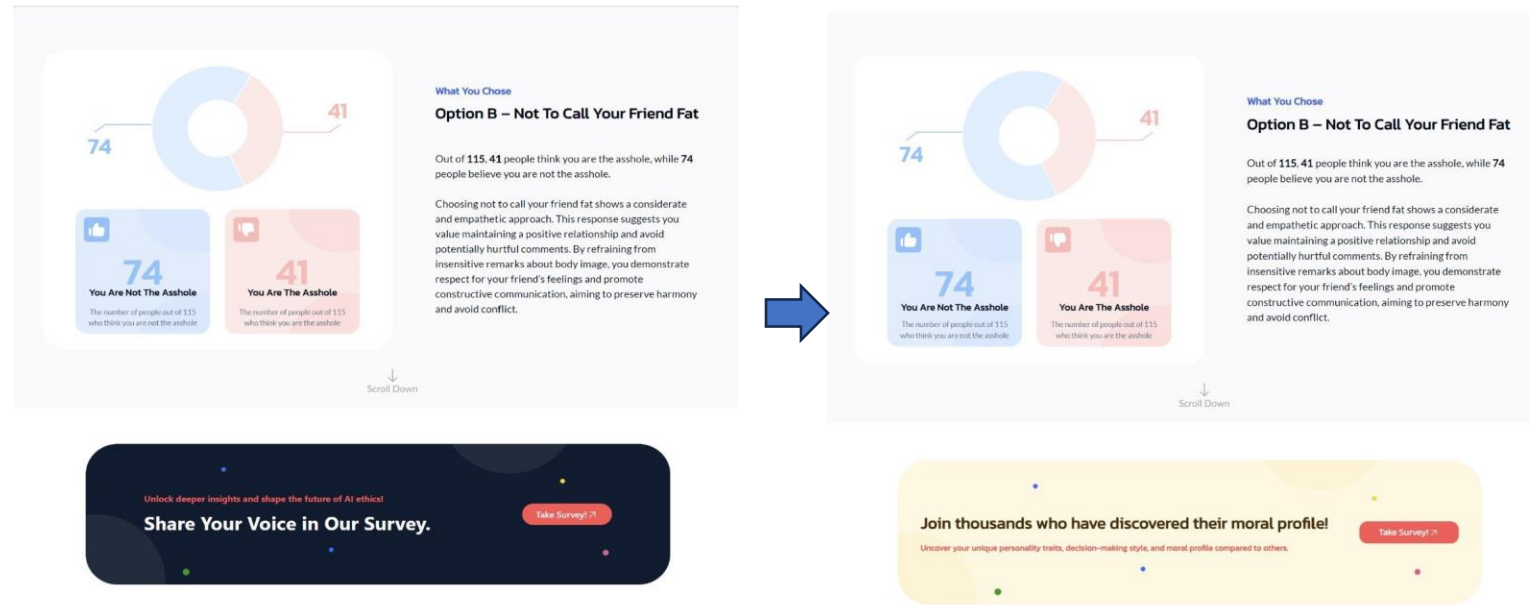
Conversation 0 Commits 2 Checks 2 Files changed 10

c1c4da3300 commented 19 hours ago

Fix UI bug:

- [24-S1-2-C-Moral-Decisions/LandingSite#98](#)
- [24-S1-2-C-Moral-Decisions/LandingSite#97](#)
- [24-S1-2-C-Moral-Decisions/LandingSite#99](#)
- [24-S1-2-C-Moral-Decisions/LandingSite#100](#)

Stakeholder Engagement with the Client



Active Communication channels

- **Weekly Meetings**
 - Conduct progress checks, address issues, and gather feedback
- **Teams Channel**
 - Organize meetings and ensure timely communication

Feedback Integration

- **Game Feedback Page**
 - Redesign banner
 - update slogan
- **Survey Feedback page**
 - Adding Personality and Decision-Making Radar Chart
 - Removing comment analysis Radar Chart

Reviewed PR

Survey-feedback-page-improvement

Action Items

Done?	Item	Responsible	Due Date	Jira Ticket
Done	Modify chart labels on the Feedback page	Xuan Liu	18/09/2024	Survey feedback page and feedback page improvement
Done	Design routing for several front-end pages	Zehua Kong	18/09/2024	Implement Router in front end
Done	Complete API documentation design	Xinlong Wu	18/09/2024	API Design
Done	Implement mobile UI for the search page	Ceming Fu, Shiyong Cai	18/09/2024	Search Page UI Implementation
Done	Optimize the decision and reflection sections on the landing page	Zhenhao Li	18/09/2024	
Done	Fix the bugs in game page	Zehua Kong	18/09/2024	Fix Game UI

Other Notes & Information

Next Note taker: Zhenhao Li

Team meeting minutes – add task track Jira ticket
Link: https://github.com/24-S1-2-C-Moral-Decisions/LandingSite/blob/main/Meeting/Semester-2/Team/2024-09-12_TeamMeetingMinutes.md

Projects / Moral / SCRUM-67 / SCRUM-143

Acceptance Criteria:

1. [X] Personality Radar Feature:

Integrate a personality radar chart.

Show the five personality traits: Conscientiousness, Openness, Extraversion, Agreeableness, Neuroticism.

Plot the scores accurately for each trait.

Include a brief description of the user's personality traits beside the chart.

2. [X] Decision Making Radar Feature:

Integrate a decision-making radar chart.

Show the five decision-making traits: Rational, Intuitive, Dependent, Avoidant, Spontaneous.

Plot the scores accurately for each trait.

Include a brief description of the user's decision-making styles beside the chart.

3. [X] Removal of Current Radar Chart:

Jira Management Improvement
Link: <https://moral-decisions.atlassian.net/browse/SCRUM-143>

15	Jul 25, 2024	Exclusion of Tree Map Design in Initial ...	#12	Valencia-Choi and ...	Done
16	Jul 31, 2024	Game page implementation	#13	lzh12311	Done
17	Jul 31, 2024	Game Page Update	#23	c1c4da3300, Eddyh...	Done
18	Aug 7, 2024	Remove Radar Chart from Entry Game F...	#16	wwsllbxGithub	Done
19	Aug 7, 2024	API Design & Backend for Index Page	#22	Xinlong-Wu	Done
20	Aug 20, 2024	Three Member Approval For Pull Reque...	#55	c1c4da3300, Eddyh...	Done
21	Aug 28, 2024	Improving the Survey Feedback Page: A...	#24	wwsllbxGithub	Done
22	Aug 30, 2024	Team-Wide Review Process for Decision ...	#39	c1c4da3300, Eddyh...	Todo
23	Sep 12, 2024	Responsive Design Strategy for Search P...	#26	c1c4da3300 and Ed...	Done
24	Sep 16, 2024	Add Router For Web	#28	lzh12311	Done
25	Sep 25, 2024	Update game feedback page banner	#40	wwsllbxGithub	Done
26	Sep 29, 2024	Server Switch	#37	Xinlong-Wu	Done
27	Oct 1, 2024	Standardizing Client-Side Data Fetching...	#56	c1c4da3300 and Xi...	Done

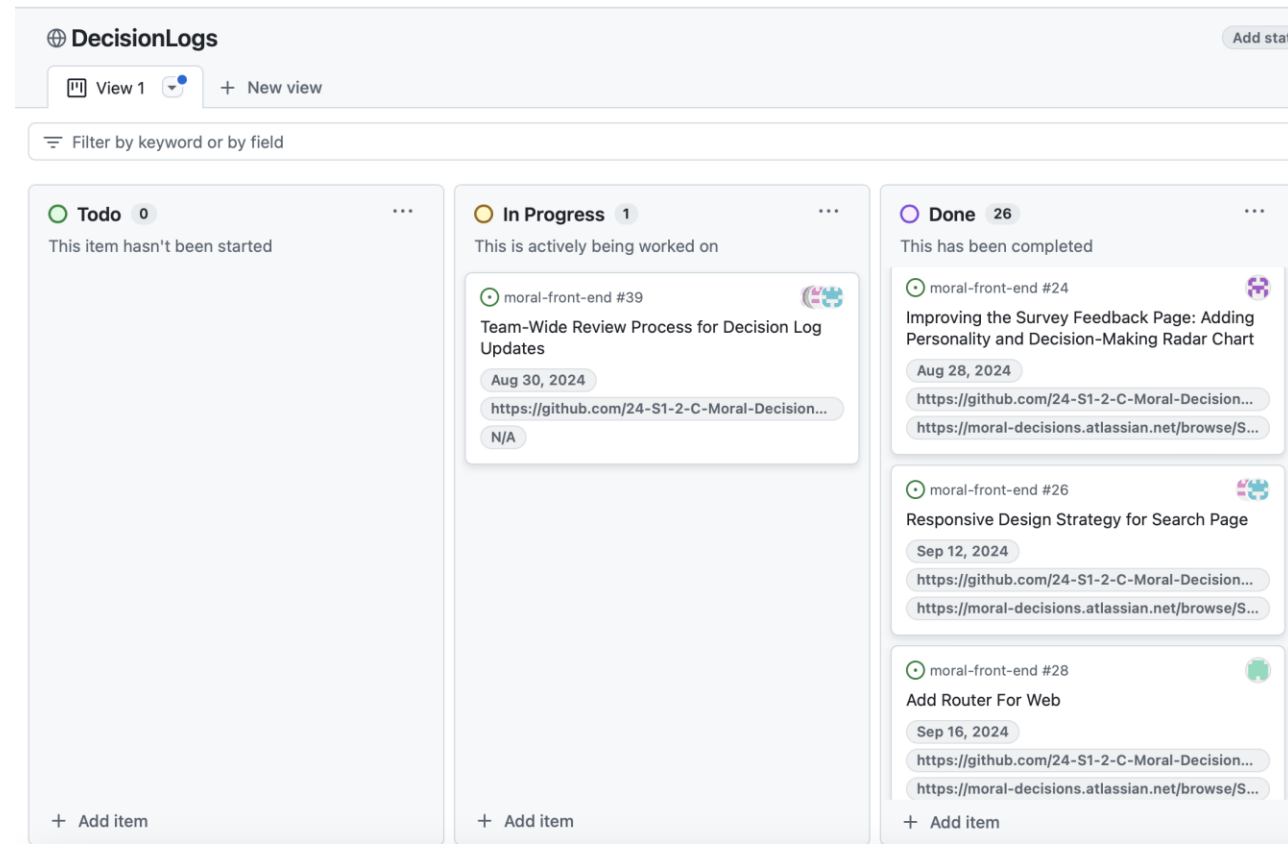
Decision making improvement
Link: <https://github.com/orgs/24-S1-2-C-Moral-Decisions/projects/3>

Stakeholder Engagement

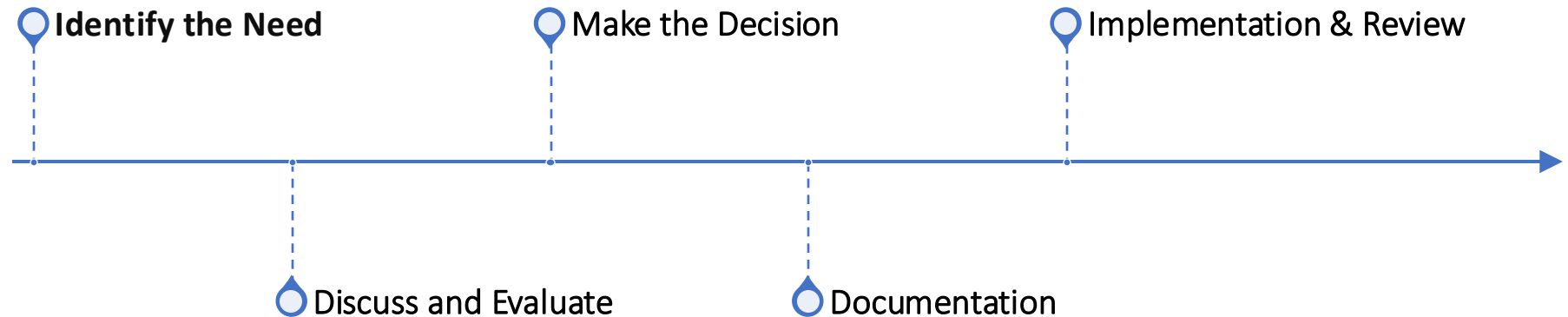
Actively engaging and Implementing Feedback

- Tutor :
 - Task Management: Added Jira ticket column in meeting minutes for improved task tracking.
 - Jira Management: Added acceptance criteria for clearer tasks and better tracking.
- Examiner
 - Decision-Making Improvement: Committed to documenting decisions more thoroughly
- Shadow Team:
 - Communication for audit 3

Decision Making



Decision Making Process



Improvements in Our Decision-Making Process

This has been completed

- moral-front-end #24**
Improving the Survey Feedback Page: Adding Personality and Decision-Making Radar Chart
Aug 28, 2024
<https://github.com/24-S1-2-C-Moral-Decision...>
<https://moral-decisions.atlassian.net/browse/S...>
- moral-front-end #26**
Responsive Design Strategy for Search Page
Sep 12, 2024
<https://github.com/24-S1-2-C-Moral-Decision...>
<https://moral-decisions.atlassian.net/browse/S...>
- moral-front-end #28**
Add Router For Web
Sep 16, 2024
<https://github.com/24-S1-2-C-Moral-Decision...>
<https://moral-decisions.atlassian.net/browse/S...>

+ Add item

Projects / Moral / SCRUM-67 / SCRUM-150

Search Page UI Implementation

Attach Add a child issue Link issue

Due date Sep 25, 2024

Start date Sep 12, 2024

Description
Description:
We need to develop the User Interface (UI) for the Search Page of our application based on the provided design specifications. This page will enable users to search for specific content, such as moral moments, survey results, or other relevant data. The implementation should closely follow the design prototype to ensure a seamless and intuitive user experience.

Objectives:

- Implement the Search Page UI as per the Figma design prototype.
- Ensure responsiveness across various devices and screen sizes.
- Integrate UI components with the existing front-end

CF Add a comment...
Pro tip: press **M** to comment

Details

Assignee
CF Ceming Fu

Labels
None

Parent
SCRUM-67 Front End

Sprint
SCRUM 11

Story point estimate
18

Fix versions
None

Development
1 branch

3 commits 14 days ago

2 pull requests **MERGED**


2 builds


- Structured Review Process
 - Each team member reviews the decision log regularly
- Linked Decision to Jira Tickets
 - Link each decision to a corresponding Jira ticket to track progress
- Improved Communication
 - hold regular discussions about pending decisions
- Documentation and Transparency
 - enhanced the documentation of decisions by ensuring that each one has a clearly outlined rationale, implementation plan, and follow-up actions.



Decisions

- Responsive Design for Pages
 - Maintained UI consistency across different screen sizes, enhancing user experience while minimizing the need for heavy UI modifications.
- Server Switch to Improve Performance
 - Significantly faster data loading times, improving overall user experience and reducing latency
- Standardizing Client-Side Data Fetching
 - Reduced complexity between client and server-side logic, improving development efficiency and maintainability across the app.

 moral-front-end #26 ...





Responsive Design Strategy for Search Page

Sep 12, 2024

<https://github.com/24-S1-2-C-Moral-Decision...>

<https://moral-decisions.atlassian.net/browse/S...>

 moral-back-end #37





Server Switch

Sep 29, 2024

<https://github.com/24-S1-2-C-Moral-Decision...>

N/A

 moral-front-end #56



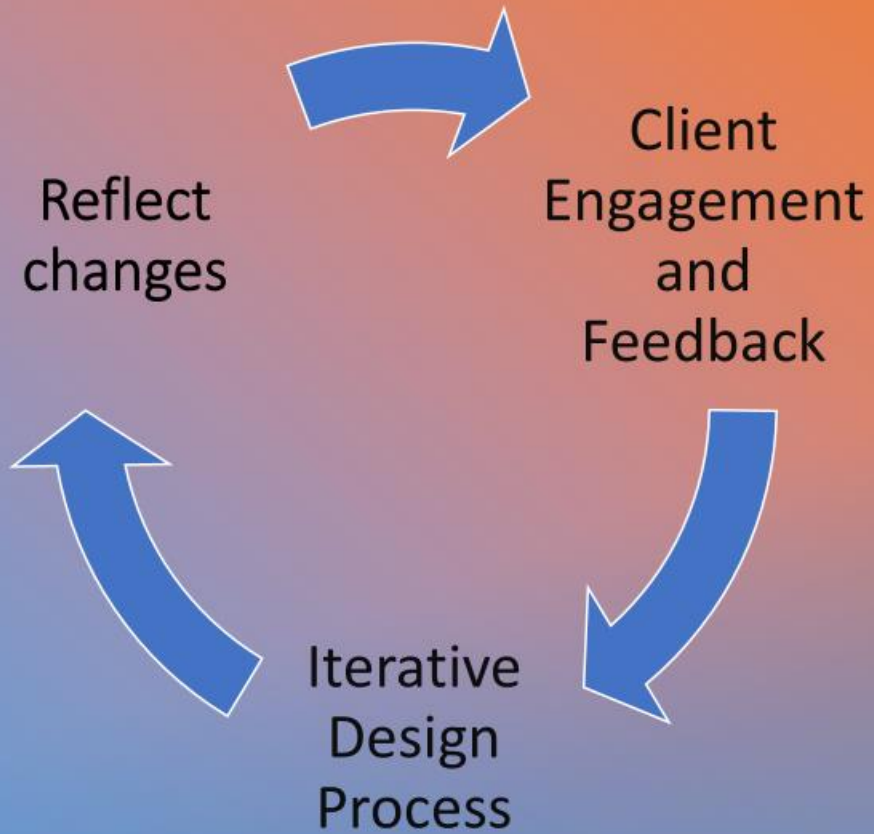
Standardizing Client-Side Data Fetching Using useEffect

Oct 1, 2024

<https://github.com/24-S1-2-C-Moral-Decision...>

<https://moral-decisions.atlassian.net/browse/S...>

Reflection



<https://github.com/24-S1-2-C-Moral-Decisions/LandingSite/tree/main/Designs>

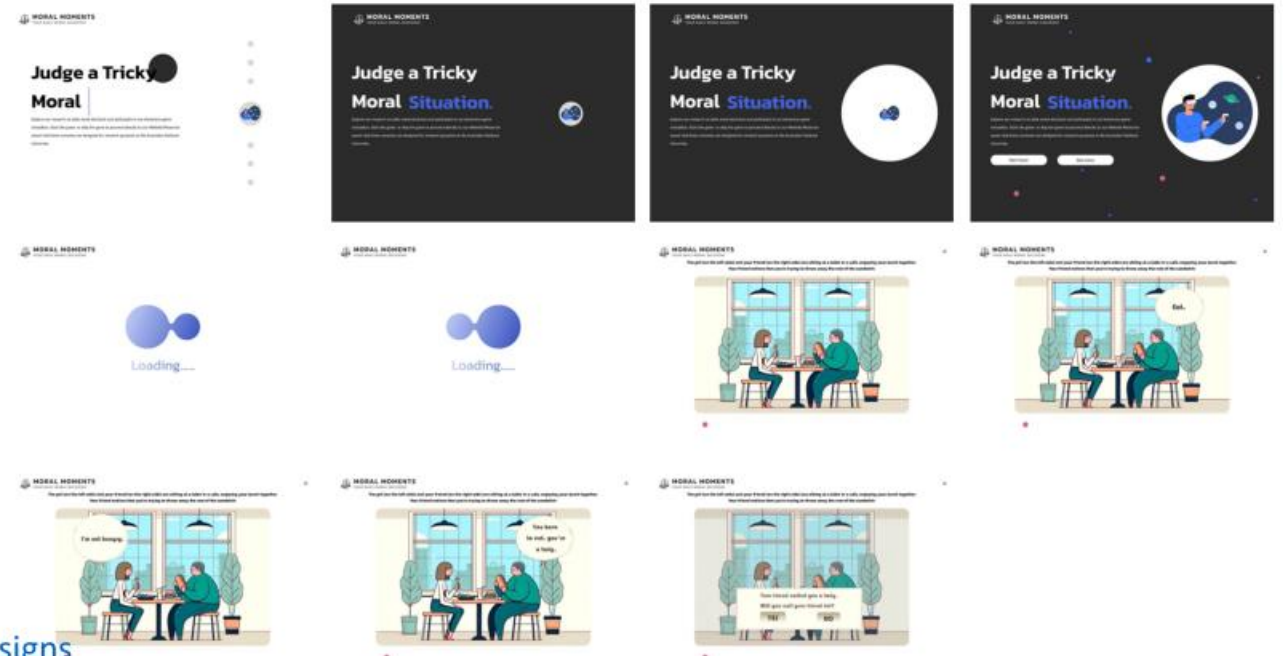
LandingSite / Designs / Semester-1 /

Add file ...




Shiying Cai Organize Landing Site and update tutorial agenda

bf6d622 · 2 weeks ago History










Name	Last commit message	Last commit date
..		
v1	Organize Landing Site and update tutorial agenda	2 weeks ago
v2	Organize Landing Site and update tutorial agenda	2 weeks ago
v3	Organize Landing Site and update tutorial agenda	2 weeks ago
v4	Organize Landing Site and update tutorial agenda	2 weeks ago
v5	Organize Landing Site and update tutorial agenda	2 weeks ago
v6	Organize Landing Site and update tutorial agenda	2 weeks ago
v7	Organize Landing Site and update tutorial agenda	2 weeks ago
v8	Organize Landing Site and update tutorial agenda	2 weeks ago



Reflection

 2024-08-28-Tutorial_MeetingMinutes.md	Update week 6 meeting	2 months ago
 2024-09-18-Tutorial_MeetingMinutes.md	update meeting minutes for 18/09/2024	3 weeks ago
 2024-10-02-Tutorial_MeetingMinutes.md	modify date in meeting minutes	3 days ago



20	Sep 5, 2024	 [Reflection]Jira Ticket Integration in Meeting Minutes #58	High	Done	Update t...	Tutor	N/A
21	Sep 18, 2024	 [Reflection]Backend API Performance and Documentation #59	High	Done	Add api i...	Client	https://moral-decisions.com
22	Sep 18, 2024	 [Reflection]Frontend Routing Structure Overhaul #60	High	Done	Modify r...	Tutor	https://moral-decisions.com
23	Sep 18, 2024	 [Reflection]Tutor Feedback on Decision Making and Landing Page Review #61	High	Done	Examine ...	Tutor	N/A
24	Sep 25, 2024	 [Reflection] API Design Review and Improvement Process #101	High	Done	We will i...	Client	https://moral-decisions.com
25	Sep 26, 2024	 [Reflection] Enhancing Our Research Implementation Methodology #102	Medium	Done	Followin...	Client	N/A
26	Sep 26, 2024	 [Reflection] Frontend Bug Fixing Process #103	High	Done	We're est...	Client	https://moral-decisions.com
27	Oct 2, 2024	 [Reflection] Enhancing Our Backend Testing Strategy #105	Medium	Done	Adopting...	Client	N/A
28	Oct 2, 2024	 [Reflection] Tutorial Meeting and Progress Review #110	High	Done	Assign te...	Tutor	N/A

Resources

Moral Moment Project Resources

- How to use multi thread in node.js: <https://www.digitalocean.com/community/tutorials/how-to-use-multithreading-in-node-js#>
- survey(Dev Mode): <https://24-s1-2-c-moral-decisions.github.io/moral-survey/moral-survey-2/index.html>
- survey backend: <https://moralmomentapi.azurewebsites.net/api>
- Related presentations: [presentations](#)
- UI design:
 - Figma: <https://www.figma.com/file/6PINXpuynOE8HFpRz3wDtn/Moral-Moment?type=design&node-id=141%3A9123&mode=design&t=277SwbMjeEaPB0db-1>
- website frontend: <https://github.com/24-S1-2-C-Moral-Decisions/moral-front-end>
- Repo:
 - Main Survey: <https://github.com/24-S1-2-C-Moral-Decisions/moral-survey>
 - Survey 1: <https://github.com/24-S1-2-C-Moral-Decisions/moral-survey-1>
 - Survey 2: <https://github.com/24-S1-2-C-Moral-Decisions/moral-survey-2>
- AI Model:
 - <https://huggingface.co/joshnguyen/mformer-authority>
 - <https://huggingface.co/joshnguyen/mformer-care>
 - <https://huggingface.co/joshnguyen/mformer-fairness>
 - <https://huggingface.co/joshnguyen/mformer-loyalty>
 - <https://huggingface.co/joshnguyen/mformer-sanctity>
- Jira: [Moral](#)

Q&A

