Meeting 13 Minutes

Location: Discord Date: March 30, 2023 Time: 2:30 pm

Attendees: Jong Hyung Ha, Atul Gupta, Ruksmita Ghoorahoo, Khavish Gangalaramsamy,

Alexander Figueiras, Kiana Greek, Jiaqui Gu

Agenda

Important Notices

D3 Due Apr 10 (details at end)

D4 Due Apr 13 (details at end)

QA

Discussion: Functions working. Parser working – still need to test nested functions. Testing will be finished Wednesday. Documentation almost done – still working on presenting results.

Action: QA documentation done by Thursday.

UI

Discussion: Ruskmita will start on her part tonight, should still finish by tonight. Alexander made some changes – works better & error message shows info about what caused the error. Decided to go with the power way of doing it.

Action: UI should be ready tomorrow for testing

<u>Documentation</u>

Discussion: started an outline. Pseudocode done. UC need to be updated – rectangles. John is changing the name of the reasoning section to 'Implementation and Technical Reasons" – or something similar. Glossary – see if terms need to be added to glossary as we're working on stuff, glossary being done after Thursday. Glossary – see if terms need to be added to glossary as we're working on stuff, glossary being done after Thursday. Report responsibilities:

Atul - instructions and macro architecture.

Alexander - function Implementation and decision making

Jiaqui - Source code review will be done

Kiana - Meeting minutes and pseudocode

Ruksmita - UC & changes, microarchitecture

John - strategy

Work flow already done

Lay out in main – same order as documentation. Pseudocode before reasoning

Code review – relook over source code if writer made changes. Add to extra sections.

Action: Overleaf parts to be finished by Thursday/Friday

For Next Time

Need to Dos

UI, QA documentation, debugger screenshots, report components

Due Dates

April 6/7 – Overleaf report document, final check during next meeting

Next Meetings

April 6

D3 Submission

- 1. documentation
 - a. the final version of software project glossary
 - b. the final list of collaboration patterns adopted and followed by the software project team, and the tools used in their realization
 - c. the final mapping of functions to team members
 - d. the final list of potential personas
 - e. the final set of use cases
 - f. an outline of the strategy, including specifics of software design (macro-architecture design, micro-architecture design, and user interface design)
 - g. algorithm(s) expressed as pseudocode or otherwise in some 'standard' form and data structures, used for implementation, and technical reasons for making decisions.
 - h. source code review results
 - i. test results
 - j. and instructions on how to run the program.
- 2. source code
- 3. data files (if any)

D4 Submission

- 1. submission of an electronic copy of the poster
- 2. a demonstration of a high-fidelity prototype of ETERNITY in the class, and a poster presentation of:
 - a. retrospectives (from Iteration I)
 - b. lessons learned (if any, such as those from the usability evaluation results).