<AERO> MEETING MINUTES

Meeting #18

Date	1/08/2023
Time	6:00 pm - 6:00 pm (1 hours)
Time Keeper	
Attendees	Sarah, Chris, Adib, Darcy
Apologies	
Please bring/read	Iteration 3
Other resources	
Meeting purpose	Go through it_3 as a group and plan what to get done for the weekend
Next Meeting	Wednesday 2/08/2023 1pm - Interview one person - Submit merge requests

Agenda

Item	Agenda Item	Assignee	Notes
1.	IT2 Feedback		- Reduce use of 'magic numbers' e.g. length < 2, statusCode.toStrictEqual(400) - Bit more integration testing - Commits: too many repetitive commits, be specific with your commits - Issue board: don't jump issues from open to closed! ASSIGN ALL ISSUES
2.	Merging functions		Functions to merge: 1. startSession 2. playerJoin 3. UpdateSessionStatus 4. getQuestionInfo 5. playerSubmitanswer 6. getResults 7. ThumbnailUrl
2.	Dividing work		Darcy - SessionStart - SessionUpdateState

			Chris
			  - PlayerJoin
			  - PlayerSubmitAnswer
			  - SessionStatus
			  - PlayerStatus
			Sarah
			  - PlayeQuestionInfo
			  - PlayerChat
			  - PlayerSendChat
			  - Quiz Update Thumbnail
			Adib
			  - SessionResults
			  - SessionResultsCSV
			  - PlayerQuestionResults
			  - PlayerResults
			  - Hashing of passwords
			      - authRegister
			      - authLogin
			      - authUpdatePassword

3.	Timeline		Tuesday
			  - Merge key functions (see merging)
			Wednesday
			  - Interview someone each for elicitation
			  - Meeting at 1pm & work on report
			  - Merge all functions
			Thursday
			  - Meeting at 1pm
			  - Final code edits
			  - Frontend testing
			Friday
			  -

			elicitation Sarah, Chris and Darcy, Adib to interviews for Analysis and specification Sarah, Chris and Darcy, Adib do your own based on interviews

Open Actions (before tomorrows meeting):
  - Chris: merge question info and submit answer
  - Adib: merge player results
  - Sarah: merge thumbnail url
      - Use branch with previous merge request, so won't have to resolve merge conflicts later
  - Everyone:
      - Read through and approve / comment on merge requests
      - Complete one interview for kahoot

Item	Action/Discussed	Deadline
1	-	

2	-	
3		

REPORT:

Task:

produce report in planning.pdf and place in repository

Elicitation:

interview 2-3 target users (students/teachers), record names and emails, develop 4 questions to ask to understand what problems they have with quiz tools currently unsolved by Toohak

Write a brief description of a proposed solution

Analysis and Specification - Use Cases:

Express the requirements as user stories (at least 3), add user acceptance criteria as notes

Generate at least one use case to describe a solution that satisfies some of or all the requirements. (generate a visual diagram or written-recipe style, as per lectures)

Validation

Reach out to interviewees and ask to what extent these use cases would describe the problem, ask for a comment and record it

Interface Design

Specify new capabilities as HTTP endpoints (similar to 6.2)

State Diagrams

Include at least one state diagram to show how the state would change based on user actions

🐢 5.6. States & Actions

Iteration 3 sees the introduction of a quiz session, which describes a particular instance of a quiz being run.e

Sessions can be in one of many states:

- **LOBBY**: Players can join in this state, and nothing has started
- **QUESTION_COUNTDOWN**: This is the question countdown period. It always exists before a question is open and the frontend makes the request to move to the question being
- **QUESTION_OPEN**: This is when players can see the question, and the answers, and submit their answers (as many times as they like)
- **QUESTION_CLOSE**: This is when players can still see the question, and the answers, but can no longer submit answers
- **ANSWER_SHOW**: This is when players can see the correct answer, as well as everyone playings' performance in that question, whilst they typically wait to go to the next countdo
- **FINAL_RESULTS**: This is where the final results are displayed for all players and questions
- **END**: The game is now over and inactive

There are 4 key actions that an admin can send that moves us between these states:

- **NEXT_QUESTION**: Move onto the countdown for the next question
- **GO_TO_ANSWER**: Go straight to the next most immediate answers show state
- **GO_TO_FINAL_RESULTS**: Go straight to the final results state
- **END**: Go straight to the END state

The constraints on moving between these states can be found in the state diagram here: https://miro.com/app/board/uXjVMNVSA6o=/?share_link_id=275801581370

FINISH_COUNTDOWN note: The countdown timer in the backend should be set to 0.1 seconds for your final submission. This will allow testing and timing to be done much more ea However, during development or general play before submission, you may want to set it to a higher number just to make the game experience more realistic.

clarification on "thumbnailUrl does not return to a valid file"

#1642

Fay Liang
7 days ago in **Project – Iteration 3**

⭐ **STAR** 👁 **WATCH** 155 **VIEWS**

❤️
1

Bit confused about what exactly "return to a valid file" means, is it implying to check that the url is not broken/ is a valid link?

Comment ···

1 Answer

Rani Jiang STAFF
4 days ago

♡ Mhm, at minimum you must check it's a Joint Photographic Experts Group (.jpg or .jpeg) file!

✓ If your group would like to add other checks that's up to you 😊

Comment ···

Clarification on update thumbnail #1710

Zunaid Arefin
4 days ago in **Project – Iteration 3**

★
STAR

👁
WATCH

214
VIEWS

When the spec says to throw an error when:

> imgUrl when fetched does not return a valid file

does it mean the file the url fetched it not an image, or is the url broken and returns a 404 when fetched? or does it imply something else?

Comment ···

1 Answer

Peter Derias TUTOR
4 days ago

Both! you should give an error when the URL does not specifically return a file.

1   Comment ···

✓

🗨 Add comment