Course name: CM2020 Agile Software Projects

Tutor group number: Group 5­­

Team number: Team 37

Team meeting date: Friday 6-May

Team members present: JD, Brian, Didier.

Team members absent: René, Shaista

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| **Agenda item/Time** | **Description** | **Discussion** | **Action Points** |
| Members introduce themselves | “Who am I in 2 minutes”? |  | Remember who is who, know the names of your colleagues |
| Everyone presents 1 or 2 ideas for the project | A 1 sentence description, followed by talking about why this could be appropriate for the project. |  | Each will send a one sentence summary of its idea, with a short SWOT analysis. Send it to common Google Docs.  Each will think and consider the other projects, and reflect on each other’s ideas’ |
| Brainstorming around the ideas…freely |  |  |  |
| Discuss about a list of tools we can use. | Make a list first, agree to pick 1 per category later. | Initial candidates list:  Main quick channel discussion: Slack Sharing inputs: Google docs Meetings coordination: Outlook, Google calendar Video meetings: Slack Huddle, Zoom, Code repository: a team GitHub account  More tools as we need them: Jira,  Visual Studio Code,  Gantt.com, Figma (for UML), Jamboard (free drawing) | Didier to set up team GitHub account |
| Each presents its programming languages skills.  The Idea to try find a common strength in our group so that each can contribute to programming phase later on. |  | All: HTML, CSS, JavaScript, some C++  Brian: React.js Node.js  JD: C++ C#  Didier: Matlab |  |
| Set-up a few Group rules |  | See other doc. |  |

Meeting minutes:

Ice-breaking:  
JD, Brian and Didier introduced themselves.   
We seem to like this timeslot, i.e. 9am UK time, but we wait for the other team members.  
We hope to keep it Monday to Friday.

Project ideas: see below. We decided each one to write a one sentence summary of its idea(s), with a short SWOT analysis of why we propose it.  
Brainstorming session was constructive.

Tools:  
We used Zoom for this initial meeting. The UX was not that great (time limit, connection).  
We plan to compare it with Huddle at our next meeting, and evaluate which one offers the team the best UX.  
  
Didier will try to create the shared team GitHub account by applying with the student UoL email.  
  
We focussed on our direct needs to start the project, i.e. agreed on Slack & Zoom, Huddle, GitHub, Google docs and Outlook.  
We decided to keep the discussion about further application for later when we need them, and we listed some initial propositions.

Programming language and complexity of the project  
We understand this project is more about the iterative process of Interaction Design, creating a product designed around a user-centered approach.  
The aim is not to build a complex project in a complex or new programming language.  
Therefore we want to use our existing language skills and stretch them to provide a great project.  
Our initial thinking, obviously at this very early stage, is to use our HTML/CSS/JavaScript skills, and stretch them by adding jQuery, React.js or other frameworks.

Project ideas

The following project ideas were proposed:

**JD:**

Idea 1:

**Brian:**

Idea 2:

Idea 3:

**Didier:**

Idea 4: Gamified version of Financial Markets news.  
An attracting portal to grab real market news and stock prices in a fresh, graphically pleasing, gamified way, directed towards a younger public.  
SWOT analysis:  
Strength: Classic financial websites present the stock prices and market info in a static and boring way. A modern UX around reading information in a fun way for newer generations will be attractive and popular.  
Weakness: The gamification of the financial news UX may lead to users not trusting the data.  
Opportunities: Generation 2000 was born with a mobile phone in their hand, they play a lot online, hence they may like to check important financial data while keeping a familiar game-style UX.  
Threats: Many sites exist to present the same data. How to differentiate.  
  
Idea 5: Second-hand toys buy/see application  
An application for users to buy and sell buy second-hands toys, with an interface directed towards the ultimate beneficiary, ie the kids.  
SWOT analysis:  
Strength: By focussing on a smaller user group, we can create a great UX for kids users.  
Weakness: Young kids do not buy the toys themselves, the parents are. So we need to please 2 user groups with only one application  
Opportunities: With inflation so high in developed world, the second-hand business is booming.  
Threats: Many sites already exist for second-hand transactions.

**René:**

Idea :

**Shaista:**

Idea :