17/08/2021
Report for 13/08 - 20/08
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BRRDEO001, SCTMAT003 & MNLGYA001

Task Activities

ACTIVITY	BREAKDOWN	CONTRIBUTOR(S)
Discuss Roles	Team discussed roles for this week and what they're comfortable doing	**ALL**
Risk Assessment	Team discussed what risks we may encounter during the Project timeline and what we can do to mitigate, monitor and manage.	**Matthew Scott & Gyashka Manilall**
Initial Design Meeting	Team met to discuss various options, web-app vs mobile, and target audience as well as other Game styles such as single/multiplayer options and a social vs solo style (i.e. leaderboards, ranks etc)	**ALL**
Scope Discussion	Team met and discussed various goals and aspects needed to complete Stage 1 documentation.	**Deony Barrington & Gyashka Manilall**
Features and Functionality Meeting	Team met to discuss at length what features we think are feasible and core functionality we all agree are necessary to meet what the Client needs. Outcome of this meeting was highly beneficial to Scope documentation.	**ALL**
Client Meeting	Team met with the client on 13/08 to discuss various requirements and preferences as well as asked questions we needed clarity on.	**ALL**

Minutes from Client Meetings

Team collaboratively took minutes during Client Meetings with use of a google doc, which can be found here: [Meeting Minutes](#)

Planned Activities

| ACTIVITY	BREAKDOWN	CONTRIBUTOR(S)
Visual Studio	Team familiarised themselves with Visual Studio platform for the demo prototype	**Matthew Scott & Gyashka Manilall**
Stage 2 documentation - USE CASES	Casual Style Use Case Narratives	**Gyashka Manilall**
Stage 2 documentation - DIAGRAMS	Analysis Class Diagram + State Machine Diagram	**Deony Barrington**
Stage 3 documentation - TESTING	Description of the inputs, what behaviour will be tested and the expected outcomes	**Matthew Scott**
Initial UI Framework	Team must create an initial functional framework displaying non-game screens such as Main Menu and Progress.	**ALL**
Functional Buttons	Team must add buttons to the framework that are functional and display some form of prompt to provide functionality.	**ALL**
Database	Team must create a local database storing data that the games will use - this local database is planned for the demo presentation and an alternative remote database is the goal for the final presentation.	**ALL**
Usability Testing	Once a functional UI framework is achieved, a small survey will be completed to ensure usability and get feedback for any necessary changes to design.	**ALL**

Team Check In	Team will meet to discuss progress and reflect on any issues that may have arisen in the past week as well as discuss whether we are all in agreement about our solution to meeting the user requirements.	**ALL**
Client Check In	Team will meet with Client to demo a horizontal prototype, to ensure current UI design will achieve Client satisfaction as well as discuss any changes or concerns regarding progress.	**ALL**

Problems

➢ After the meeting with Client on 13/08, the Team is unsure of what platform to use. Skills are diverse among Team Members and do not overlap.
Solution: Team regrouped on 17/08 and discussed two options: UNITY and VISUAL STUDIO. Individually team members will take a day or 2 to familiarize themselves with both of these platforms and regroup to discuss which option is preferable.

➢ After the meeting with Client on 13/08, the Team has no clear direction in terms of design as none of the Team members have used other language learning apps before.
Solution: On the 17/08 Team looked at examples provided by Client together to get an idea of what we all prefer, web app vs mobile etc

➢ Hard to visualise Use Cases and other necessary documentation without having any project design completed.
Solution: A few features and core functionality was discussed at great length so that Team members could individually complete their stage 1 tasks, reached an agreement in terms of direction post-discussion.

➢ Team has not fully committed to a language yet due to the linguistic limitations of Team Members.
Solution: Team regrouped on 19/08 to have a discussion about what we actually want to offer and settled on offering the application in multiple languages but teaching Afrikaans.

Revised Schedule and/or Goals

*The Gannt chart belows displays our schedule using waterfall methodology. Assume tasks are dependent upon previous tasks.
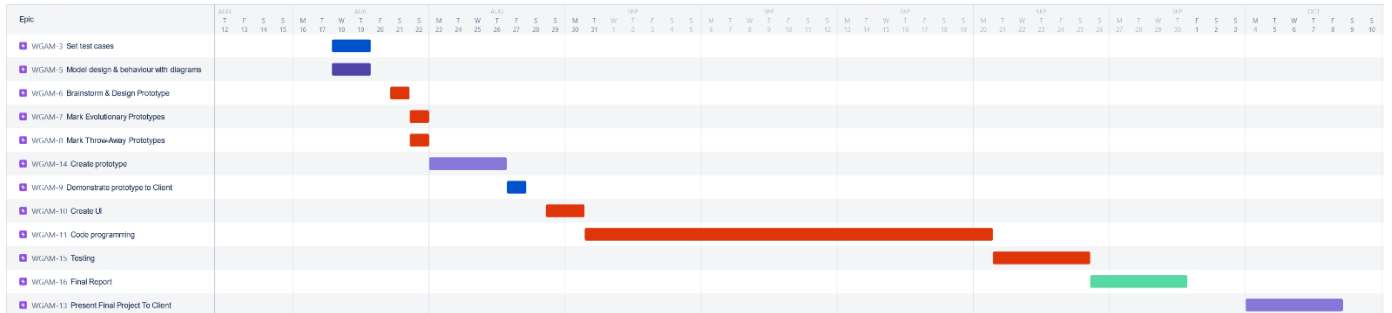
CURRENT GOAL	REVISED GOAL
Create a Game using UNITY	Create a Game using Visual Studio in C#
Multi-language support	Multi-language support for the UI, but offering 1 language to learn ONLY.
Live animated Progress visualization	Progress Bar