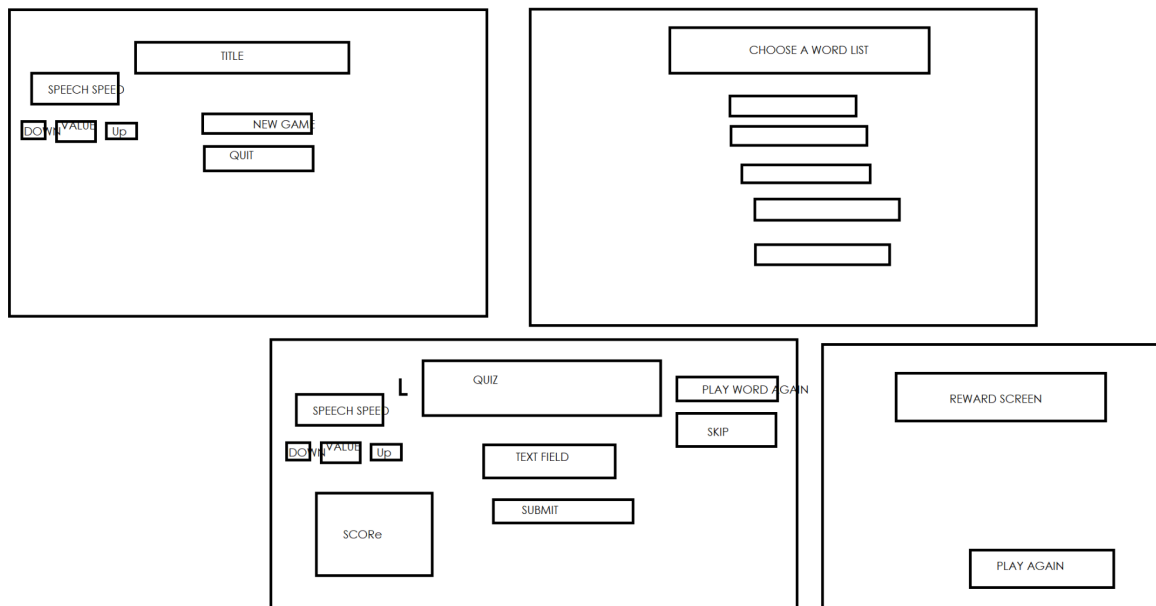16/9/2021 - First group meeting.

The size of the Scene: 1200 * 900

Setting up the scenes that we need in our application.

- Setup: Reading the words from the wordlist and storing them in an array.
- Scene 1: Main menu with 4 buttons, increase, decrease speech speed, new game and quit
- Scene 2: Choose a word list
  - Generate 5 words in here and pass it to the quiz menu
- Scene 3: New quiz game, increase, decrease speech speed, score counter, textfield, submit word button, play word again button, skip word button
- Scene 4: Reward screen with play again button

Difficulties we need to come over:

Speech speed is changed with increase and decrease buttons on main menu and quiz screen. It updates a static variable to be used when festival is needed to say a word during a quiz.

To do list before 17/09 night (All scenes visuals and layout)
- Bill, Main Page
- Lang, Quiz page
- Matthew, Wordlist & Reward page

17/9/2021 - Second group meeting.

Putting all the scene (pages) together in a main file

Deciding "Choosing either synthetic speech control or adding new spelling words."

Full Functionality:
- User clicks "New game" button
- Scene switches to "choose a word list" scene
- The word lists are stored as a java variable in the word list scene
- When a word list button is clicked, 5 random words are chosen from that list and passed as an array to the quiz scene
- We use a function to call festival to speak what we give it as input
- The main functionality of the quiz scene is a loop that checks for input twice and gives the second letter hint, the score is increased whenever a word is correct
- The reward scene is shown after the five words have been looped through
- Reward scene shows score, a message based on their score and a play again button that switches to the word list scene
- Reward scene also has a quit button

Options for reading the word lists:
Read all the files at the Main scene
Read a specific file in the WordList scene

Separation of work: meet up again Monday 20th 3/4pm
- Choosing a word list: Bill
- Speech speed and reward screen: Lang
- Submitting words, playing word again, skip and score: Matthew

The SOFTENG 206 Team Agreement for Assignment Three

Team number: Team 09

Team members: Matthew Lai, Bill Wong, Lang Cheng

Date:16/09/2021

Our Team Values are:

Create the quiz platform Kēmu Kupu to encourage people to learn Maori words.

We want/want to learn:

       Teamwork/ collaboration with colleges

       Working as a small team

The times our team is available to work on Assignment Three are:

The coding part is due Friday (have 3 days for writing the report)

Every group member works approximately 15-20 hours.

Our team's agreements about communication are:

Due to lockdown, we use discord to communicate with each other.

Our team's agreements about workload distribution and delivery are:

In google doc

Our team's policies on delivering status updates are:

We are using GitHub to track everyone's working

Our team's commitment to delivering feedback is:

We review our work during online meeting and give feedbacks

Our team's policy on maintaining this agreement is:

Self-discipline

Revisit agreement and values before meetings

Peer review feedback depending on the contribution