Client Projects |MINUTES

Meeting date | time 9/8/2024 11:00 PM

Meeting location: Heritage College B218

# Attendees

|  |  |  |
| --- | --- | --- |
| Allan Mcdonald | Product Owner |  |  |
| Richard Chan | Meeting Admin |  |  |
| Brandon Rouleau | Developer |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

# Invited but Did Not Attend

# Subject

Client meeting for Development Project class

# Discussion Topics

Project 1

* + Write code
  + Run test program
  + Run code from website
  + Have a site
    - You can see labs
    - Upload files
  + You can see if your code passes or fails test code
  + Find a way to run java, JavaScript, PHP, python, c#, zip file
  + Teacher will be able to see what test passed and failed
  + Can only use the test for the class / lab you are in
  + Student and teacher role
  + Teacher can
    - Setup course
    - Setup session / instance of lab
    - Description
    - Language
  + Specify parameters and their type, and output type
  + They can fill in the input parameters and expected output for each test
  + Timeline so teacher can go back and see what they’ve already done
  + Can dynamically change language
  + Similar to waterloo system
  + Big O notation
  + How does each test case compare to everyone else’s
  + Teachers can improve test cases and teaching based on results
  + Prioritize java and python
  + All files no copy and paste code

Project 2

* + Question / puzzle that is given by the teacher
  + Answer is either number or string
  + Not just one solution
  + Multiple languages
  + If answer is right, it tells you
  + If answer is wrong, you get to try again
  + Daily problem
  + Code directly in website
  + Website tells you if you’re right or wrong
  + Teacher puts problems in and puts test cases in
  + Pick language
  + Languages taught in the program
  + One puzzle at a time
  + Can’t access net puzzle until the previous one is completed
  + Define level of difficulty
  + Keep track of how many you’ve done
  + Make labs shorter and give an amount of these to do over the semester
  + Online interactive way for students to write code, have it go through test cases, and have levels

# Decisions

No Decisions made

# Actions

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| A1 | Brandon | Set up follow up meeting with client | Open | 9/8/2024 |
| A2 | Brandon | Decide which project to choose | Open | 9/8/2024 |
| A3 | Brandon | Set up meeting with client to go in depth on requirements | Open | 9/8/2024 |
| A4 | Brandon | Make inception deck for the chosen project | Open | 9/8/2024 |
| A5 | Brandon | Decide what technologies to use for the project | Open | 9/8/2024 |

# Follow up and next steps

The team will have to follow up with the client and set up a couple of meetings to discuss the following information:

1. Decide which project to choose
2. More in depth information on the project’s requirements
3. Decide what technologies to use for the project

Following this the team will have to make an inception deck for the chosen project, and then set up the proper tools for the projects development operations.