Group Diary

Meeting Minutes #1

Date: 27/3/2015

Time:

Agenda

* Meeting with new advisor for new project

Minutes

* Today we met up with our new advisor to talk about the possible projects that we can work on. The previous project seems too difficult due to the lack of expertise in the game development field. We listed a few possible projects that we are interested in and capable of doing from a list of projects. Two projects that stood out was Body Systems and Car systems, both bring distributed systems project.
* We decided to take on the Car Systems project.

Action Item

* Thinking of possible ideas/ways for implementation of software

Meeting Minutes #2

Date: 30/3/2015

Agenda

* Discussion on the project, Car Systems

Minutes

* We discussed how the system would look in terms of its interface. Buttons which surrounds a car represents different parts of the cars, and detailed description is given for each parts.
* For later parts of the project, as we simulate the processes in a car, for example refuelling the car, different parts of the car which are required for the process are shown and a simple animation of sort will show how the process is done.
* The implementation of a quiz to test the users on his knowledge on cars could be implemented in the system.
* Other than learning the processes in a car, the software also aims to teach the users things such as what each dashboard symbol represents and much more.

Agenda

* Learning of Visual C++
* Requirements
* Presentation

Meeting Minutes #3

Date: 2/4/2015

Agenda

* Review on presentation and prototype

Minutes

* Dyalan and Elle showed the prototype they have been working on to Luke. Reconfirmation on what program should be used was also directed towards Luke. Visual C++ and Qt were both being considered for the development of the project. Much more learning would be required for using Qt compared to Visual C++. We decided to stick with Visual C++ for now.
* Kapil then showed Luke the presentation that he has been working on and modified from the previous project. Discussions were brought up on things that might require changing. This allow for further understanding of the project in hand for all of us as a group and how we will soon approach it.

Action Item

* Continue development of prototype
* Presentation and requirements

Meeting Minutes #4

Agenda

* Meeting up with advisor to discuss what to do from this point onwards.

Minutes

* Elle and Dyalan clarified on the resolution to be used for the program. Pictures to be used for the interior of the car could possibly be found on the manufacturer’s website.
* For the quiz, a different car model might be used to prevent users from memorizing parts of the car to answer the quiz.
* The software should have multiregional support, different components of the car is named differently in different countries (e.g boot and trunk). There may also be a difference in which side the driver drives on and should be included.
* We then discussed the deliverables needed for the end of the semester, which includes design documents such as class diagrams and use cases, data dictionary, a short script on how the threading for the simulation would be implemented, test methodology (black box and white box testing), assumptions that can be made, user acceptance testing, convention naming variables(?), design choices, load testing.
* If possible we would try to complete the first phase of the software and also a framework for the quiz.
* We then discussed on how implementation of the infographic section can be done, highlighting different components of the car when a name is clicked on. This process might involve photoshopping a lot of photos. Simple but tedious and time consuming.
* Allocation of work, Wee will work on use case diagram, Elle and Dyalan on the user manual, Kapil on documentation.

Action Item

* Use case diagram and description (Wee)
* User manual (Elle and Dyalan)
* Documentation (Kapil)