

Location: Zoom

Date: Wednesday March 9nd

Time: 6:00pm

Attendance:

Ryan Drew

Naif Alassaf

Yosan Russom

Logan Mann

- Naif and Yosan starting to work on UI, poking around to get a feel for how the changes will come together.
- Logan added some leaderboard features
 - Removing forced choice and same different game modes
 - Added section in the leaderboard to show stats across all games
 - Added ability to set a username
- Logan looking into adding badges for the number of days played in a row. Will then start to move forward from there on to different badges.
- Yosan moving past XCode testing issue.

Location: Zoom

Date: Wednesday March 2nd

Time: 6:00pm

Attendance:

Ryan Drew

Naif Alassaf

Yosan Russom

Logan Mann

- Naif moved notifications stuff into dashboard page, so as users log in they are scheduled to get notifications.
- Ryan working on Changelog and Docs
- Logan continued work on leaderboard and removing gamemodes Josh wanted to be removed because they are tedious. Additionally looking into badges and adding username support.
- Yosan working on testing the UI through XCode, but running into some weird errors using the simulator.
- Will check in with Josh on Friday about getting the OIT account setup

Location: Zoom

Date: Wednesday February 23th

Time: 6:00 pm

Attendance:

Ryan Drew

Naif Alassaf

Yosan Russom

- Ready to reach out to OIT to gain the right access in order to publish the app on the app store.
- As we start to finish tasks, will contribute to UI work.
- Mockup links here from Yosan
 - <https://www.figma.com/file/b72HkBMzNQMy7IB0I4hhvv/Face-Race?node-id=0%3A1>

Location: Zoom

Date: Friday February 10th

Time: 12:30 am

Attendance:

Ryan Drew

Naif Alassaf

Yosan Russom

Logan Mann

- Need to change version number in xml
- Build on xcode, need to contact oit to gain access.
- appstoreconnect.apple.com
- One person can deploy it and invite others with iPhones to test the app
 - TestFlight
- Google account for app store deployment

Location: Zoom

Date: Friday February 4th

Time: 11:30 am

Attendance:

Ryan Drew

Naif Alassaf

Yosan Russom

Logan Mann

- Josh likes the idea of being able to see the history of a user's training, i.e. if they trained yesterday or the day before.

Location: Zoom

Date: Wednesday January 26th

Time: 6:00 pm

Attendance:

Ryan Drew

Naif Alassaf

Yosan Russom

Logan Mann

- Logan has account recovery all setup, ready to start working on leaderboard and point system.
- Naif has Cordova for using push notifications in the front end.
 - <https://ionicframework.com/docs/v5/native/local-notifications>
- Ryan reached out to folks from past teams to see if they have info on production stuffs, such as the database, app store integration, and backend hosting.
- Yosan is getting going on UI mockups, still experimenting but should have good progress next week.
 - Using figma to do the design work: <https://www.figma.com/>
- Thinking about what to do with usernames on the leaderboard:
 - Anonymous username assigned to users.
 - Need to deal with new users and existing users.
- When merging work in:
 - Commit to develop branch
 - Pull latest work from develop (“--rebase”)
 - Resolve merge stuff
 - Push up
- Naif is going to reach out to James to determine biweekly meeting time.

Location: Zoom

Date: Friday January 21st

Time: 11:30 am

Attendance:

Ryan Drew

Naif Alassaf

Yosan Russom

Logan Mann

- All ideas sound great, but looking for something to really make it fun as well
- Josh was thinking about Avatars or profile pictures
- Also liked the idea of placement badges
- Really appreciates the cleanup and organization aspect
- Notifications are exciting to help with the research process (don't have to manually email folks to remind them)

Location: Zoom

Date: Wednesday January 19th

Time: 6:00 pm

Attendance:

Ryan Drew

Naif Alassaf

Yosan Russom

Logan Mann

- Going to meet at 11:30 on Fridays for Josh.
- Still no work on Shannon- ask about an update from James next chance we can.
- Yosan going to take on design work
- Logan going for the leaderboard
- Naif looking at push notifications
- Ryan is looking at automating deployment, local testing, and prod details.

Location: Zoom

Date: Friday November 5th

Time: 10:00 am

Attendance:

Ryan Drew

Naif Alassaf

Yosan Russom

- Josh got permissions all fixed, we should all now have an admin role on the repo.
- Here's the develop branch:
<https://github.com/CU-CRD-app/psych-capstone/tree/develop>
- Pre-assessment
 - Figure out a way to make it more difficult in the future? Potential thing to work on next semester or this
- Next step: Reach out to former team members on how to update the app after a code change, then automate the process.
- AI Face generation sites, such as <https://generated.photos/faces>, as they might have subtle inaccuracies in the face which could impact the research. But not a problem, as there are a lot of new faces Josh is finding which we can pull on and add into the app. Last year's team did a lot of work figuring out how to easily upload new faces into the database.
- Ryan rydr5325 going to work on SQL Injection Vuln this weekend

Location: Zoom

Date: Wednesday November 3rd

Time: 6 pm

Attendance:

James Watson

Ryan Drew

Naif Alassaf

Yosan Russom

Logan Mann

- Going to set a schedule to allow us to keep a nice cadence with getting tasks done.
 - Will do work until the 17th.

- If someone is lagging behind, can keep working until the 1st of December.
 - On the 17th, we'll do the presentation and upload to Google Drive by the 21st.
 - After this we can start working on the more complicated tasks.
 - Decide on next steps on our last meeting on the 1st.
- We will have a dev branch on the repo which we merge our forked branches into.
- Don't have write permissions to repo, will ask Dr. Correll on Friday about what's going on.
- After the sponsor meeting on Friday, we'll hop onto Discord to make sure we have the dev branch set up.

Location: zoom

Date: Friday October 8th

Time: 10 am

Attendance

Yosan Russom

Naif Alassaf

Dr Joshua Correll

- Got approval on the project charter
- Dr correll had some point to fix the UI/UX clean-up
 - Dropping daily assessment and pre assessment
 - Set up an account recovery procedure
 - Have choosing a race not be a part of every exercise
 - Have an explanation for the tutorial
- Dr correll wanted to make sure that our work does not disrupt research
- We need to come up with questions to ask the current research participants.
- Next meeting with dr correll brainstorm about leaderboards and gamification?

Location: Discord

Date: Thursday October 6th

Time: 6 pm

Attendance

James Watson

Ryan Drew

Naif Alassaf

Yosan Russom

- Changes
 - Check font design to be more consistent
 - Why are faces only linked to initials?
- Code for the progress could be used for the leaderboard
- For leaderboard, do we use actual names? Or usernames? Or some kind of display name? Can have the characters in the game be on the leaderboard
 - Can use some club penguin or toon town inspiration with preset names.

- Do some kind of documentation to make the code more clear to help us and future teams.
- Have rotation for who does the weekly report, submitted via canvas
- Need to explore the app and keep learning about it, as well as come up with a list of questions for former students working on the project.
- Submitting project charter to Correll for discussion on Friday, asking about Heroku resources as well as contact for summer students
- Notes on code-base: [Code Notes](#)

Location: Discord

Date: thursday September 30th

Time: 4pm - 5pm

Attendance

Naif Alassaf

Yosan Russom

Shannon Chi

Logan Mann

- Made a first-draft project charter [Capstone Psych Project Charter.docx](#)
 - Needs approval from dr. correll before we start working

Location: Zoom

Date: Friday September 24th

Time: 10:00 am - 10:30 am

Attendance

Naif Alassaf

Ryan Drew

Shannon Chi

Logan Mann

- Might be different options, as current task we were given is already implemented
 - Clean up the app UI a bit
 - Gamify the game to make it something that people actually want to do
 - A point system and a leaderboard
 - Can use the point system to track performance
 - Badges
 - Take inspiration from Duolingo
 - Reminder to play the game over time
 - Tracking how a user is performing and change the set of faces that the user sees dynamically
- Uses machine learning model to isolate the face and identity similarity of different faces
 - Use this to group the face into different sets

- Faces are supposed to get harder over time
- Initial purpose is to test the app, doing it every day
- Data extraction cleanup would be helpful (initial link from database -> google sheets broken)
- Next step would be to read through the code and see what we need to do in order to make the foundation really solid before we add features on top
 - Get everyone's github usernames to be added to repository
- Can keep this time slot open for meeting every other week as needed
- Next steps:
 - Trade github names for app link
 - Foundation
 - Data extraction cleanup
 - Gamifying
 - Dynamic difficulty - stretch goal

Location: Discord

Date: Monday September 13th

Time: 6:30

Attendance


Yosan Russom

Naif Alassaf

Ryan Drew

Shannon Chi

Logan Mann

- Introductions
- Timesheet link:  Time sheets
- When2Meet: <https://www.when2meet.com/?12865858-cgBNN>
 - Looks like 6-8 on Wednesdays is the way to go.
- Next steps with sponsors
 - Designate one person to be main sponsor contact
 - Contact:
 - Name, Title: Dr. Joshua Correll
 - Email: correll@colorado.edu
 - Phone: 303-492-0202
 - Ryan will send email out tomorrow