

Team Plum Meeting Minutes

Week 3

Date & Time: April 13, 2023, 7:40 - 8:35pm

Location: Room 280 in DOU building

Attendees: Cameron Gregoire, Devin Peevy, Jiameng Li, Junghyon Jo, Taylor R Merwin

Absentees: None

Facilitator: Devin Peevy

Minute Taker: Jiameng Li

Summary:

In this meeting, we continued our discussion about what features should our application have and created a paper prototype based on three user stories with highest prioritization. We mainly focused on features that allow users to create, load, and save a project. We used the draft we created for the start screen and the main screen in the last lecture to create a more formal prototype. The start screen was simple and didn't need many modifications, so we mostly just copied what was on the draft. Next, we worked on the dialog that pops up when users try to create a new project. In this dialog, we have three text enter fields for project name, budget, and project description. We have an alternative design where users can choose whether they want a certain item, such as budget, to be generated automatically in a new project, but we threw away that design because that feature was not necessary. Then, we worked on another dialog that pops up when users try to load an existing project. This dialog consists of a list of existing projects with budget and expense labeled beside the project name and a button to delete them. Last, we made some modifications to the main screen where the user can edit and save an opening project. The design was mostly like what we have in our draft, where a list of clickable items was on the left and a panel that displays the details of each item when an item was clicked. Besides finishing our previous design, we also added a tool bar on the top and some buttons to save, edit, and close the project. Most of the drawing was done by Devin while the rest of the team members worked on some smaller pieces of the prototype.

Week 4

Date & Time: April 20, 2023, 7:40 - 8:45pm

Location: Room 280 in DOU building

Attendees: Cameron Gregoire, Devin Peevy, Jiameng Li, Junghyon Jo, Taylor R Merwin

Absentees: None

Facilitator: Devin Peevy

Minute Taker: Taylor Merwin

Summary:

In this meeting, we finalized the first draft copy of the Requirements & Specifications Document. To do this we broke up the document into different areas to work on separately, and then worked together to finalize it. Jiameng created the cover page, table of contents and the summary page to accurately convey the purpose and meaning of our project. Devin and Cameron worked through the Requirements Definition / Function Requirements list making sure to prioritize the user stories and business rules by importance. Taylor and Junghyon integrated our earlier prototypes and created new storyboard documents for this Requirements and Specifications Document. After we had sufficient details in these areas, we worked together to define some early technical implementation details for the end of the document. Finally, we went through the entire document together and did light editing and clarifying across it to ensure that our work was consistent and of high quality. Thankfully we made good progress at this meeting as we were able to reach our goal ahead of schedule. This was possible in part because of earlier work by team members to create the parts that made up this document, such as a robust list of user stories and requirements for the project. The last thing we did at this meeting was to discuss ways we could change this draft to create it's final version.

Week 5

Date & Time: April 27, 2023, 7:40 - 8:50pm

Location: Room 280 in DOU building

Attendees: Cameron Gregoire, Devin Peevy, Jiameng Li, Junghyon Jo, Taylor R Merwin

Absentees: None

Facilitator: Taylor R Merwin

Minute Taker: Jiameng Li

Summary:

In this meeting, we were working on Iteration 1 and discussed what classes we want to create for the welcome screen, About screen, and user profile screen. It took a lot of time for us to agree on how we were going to implement the two new user stories. Since Devin was writing the code for the Iteration 1 assignment, he made a draft of the domain model that specified which screen leads to another screen first, but the draft only specified UI classes and the data file that store username and email. When we were discussing the domain model, we got confused about how many details should the model contain. In the example on the assignment description, the model only shows the UI classes and object classes, but nothing about the data layer. Since the database played an important role, we were not sure whether we should exclude it from the model or how we are going to make the model if we want to include it. We haven't finished the model by the end of the meeting, but we have agreed that the model should show how UI classes are

connected and object classes. Another thing we were struggling with was how we wanted the profile screen to appear. In other words, we were not sure how we could make sure the user set up a username and email before opening the About screen. We have considered using the same frame for both the welcome page and profile page, but that would be more difficult to write code and it also doesn't make sense to have one frame doing two entirely different things, so we decided to make the profile screen appear before the welcome screen only if the user had never set a username and email. Based on what we discussed, we finished the sequence diagrams for the two user stories in Iteration 1 assignment and planned to draw the domain object diagram based on these sequence diagrams.