**CS673F13 Software Engineering**

**Group Project 3 Meeting Minutes**

**Week 10 (11/22-11/26 )**

**Date and Time:** 11/26/2013 7:00pm

**Place**: PAL Lounge, Mugar Library

**Participants:** Kevin, Jasjot, Rakshit, Chitra, Sweekriti, Sandeep, Isha

**Minutes taker: Chitra**

**Timekeeper: Sweekriti**

**Purpose:Continued work on the App**

**Agenda:**

1. User stories

2. Game Mode Progress

3. Implementation of timer setting page

4. UI Cleanup for new Pages

5. Database Improvements

6. Sound Recoding for the app

7. Final Presentation and Documentation work

8. Decide time and place for next meeting

**Discussions:**

* User Stories
  + - Completion of Previous User Stories
    - Assigning remaining task to team members
    - Updating the changes in Pivotal Tracker
* The progress in our application
  + - Sweekriti Working on game mode
    - Sound recording feature is in progress and Peter is working on that.
    - Kevin working to fix Color and shapes mode. Also working on the button click effect, hook for selecting learn mode and game mode.
    - Jasjot working on to resize the image camera on user account page.

· UI Changes and Cleanup

* + - * Chitra added the default images for Numbers
      * Sweekriti working on the font/appearance of UI.
      * Clean up to make consistent UI Experience
    - Timer Integration
      * Rakshit and Sandeep working on the timer setting page.
      * Discussed the implementation and integration of that feature within the database
    - Database
      * Current setup works for reading from Database
      * Features to allow data to be added to Database discussed

**Key Decisions:**

* Pivotal Tracker User Stories
  + Completion of Tasks
  + Assignment of new Tasks
* UI Changes
  + The UI is more Consistent
  + More images Added
  + Cleanup of overall UI
* Merged the dev branch to Master Branch
* Final Presentation and documentation
* Database implementation and Integration increased throughout the app

Action Items:

* Peter to work on voice recording
* Chitra and Isha work on presentation and documentation.
* Sweekriti to continue working on game mode.
* Continued Improvements of Database Integration throughout App
* Look into possible Game Mode.

**CS673F13 Software Engineering**

**Group Project 3 Meeting Minutes**

**Week 9 (11/15 -21 /2013 )**

**Date and Time:** 11/18/2013 7:00pm

**Place**: PAL Lounge, Mrugar Library

**Participants:** Isha, Kevin, Jasjot, Rakshit, Sweekriti, Sandeep

**Minutes taker: Sweekriti**

**Timekeeper: Jasjot**

**Purpose:Continued work on the App and Implementation of new features**

**Agenda:**

1. User stories

2. Progress in our application

3. Implementation of Phase 1 of Timer

4. UI Cleanup for new Pages

5. Database Improvements

6. Decide time and place for next meeting

**Discussions:**

* User Stories
  + - Completion of Previous User Stories
      * + Updating on Pivotal tracker
    - Creating adding and updating tasks in User Stories
      * + Creating new user stories/tasks on pivotal tracker
        + Assigning new user stories/tasks to team members
    - Corresponding changes on Pivotal Tracker
* The progress in our application
  + - Customization Settings Pages Added
      * Kevin has a created a new settings page.
      * The pages to allow customization of app added
        + Integration of pages with database discussed
    - UI Changes and Cleanup
      * Isha added the default images for Numbers,Shapes and Colors
      * Chitra setup the UI and buttons for the new pages integrated in the app
      * Clean up to make consistent UI Experience
    - Timer Integration
      * Rakshit and Sandeep successfully got the timer working
      * Discussed the implementation and integration of that feature within the database
    - Database
      * Current setup works for reading from Database
      * Features to allow data to be added to Database discussed

**Key Decisions:**

* Pivotal Tracker User Stories
  + Completion of Tasks
  + Assignment of new Tasks
* UI Changes
  + The UI is more Consistent
  + More images Added
  + Cleanup of overall UI
* Merged the dev branch to Master Branch
* Added Advanced Settings Page for Customization features
* Database implementation and Integration increased throughout the app
* Timer implementation done successfully, now integrating it with Database

Action Items:

* Sandeep and rakshit to work on integration of Timer Mode
* Peter to work on saving the picture from the camera roll
* Continued Improvements of Database Integration throughout App
* Look into possible Game Mode.

**CS673F13 Software Engineering**

**Group Project 3 Meeting Minutes**

**Week 8 (11/ 1-8 /2013 )**

**Date and Time:** 11/5/2013 7:00pm

**Place**: CS undergrad Lab

**Participants:** Isha, Kevin, Jasjot, Rakshit, Sweekriti, Sandeep

**Minutes taker: Sandeep**

**Timekeeper: Kevin**

**Purpose:Discussion on Iteration 2 Presentation**

**Agenda:**

1. User stories

2. Progress in our application

3. Implementing JUnit Testing on Settings button

4. Finishing the slides for Presentation

5. Github

6. Trying to implement Timer for the game mode

7. Decide time and place for next meeting

**Discussions:**

* Finishing up with the presentation slides
  + - * Sweekriti rakshit and sandeep and responsible for presentation and the slides
      * Isha also helped in presentation slides
* Using more efficient ways of testing.
  + Junit testing
    - * Implemented a JUnit test on the settings button
      * Created the test case to compare answers
      * Sandeep and Kevin worked on this together
* User Stories
  + - Completion of Previous User Stories
      * + Updating on Pivotal tracker
    - Creating new user stories for next iteration
      * + Creating new user stories on pivotal tracker
        + Assigning new user stories to team members
    - Corresponding changes on Pivotal Tracker
* Github
  + Decided to merge the dev branch
  + Kevin merged the dev branch to master
* The progress in our application
  + - Added a settings page
      * Kevin has a created a new settings page.
      * Other developers will start working on the page
    - Implementing to save pictures from the camera roll
      * Peter is trying to save the picture from camera roll in accounts page
    - Sweekriti made the UI more consistent
      * Added pictures for alphabets.
    - Added swipe for pictures in the letter
      * Kevin implemented the swipe for pictures
    - Database
      * Rakshit and jasjot implemented the database schema
      * Jasjot working to implement the database to the categories
* Trying to implement a timer for the game mode
  + - Sandeep to implement a timer for the game mode
    - Chitra made the button and the text for setting the time in game mode

**Key Decisions:**

* Pivotal Tracker User Stories
  + Completion of Tasks
  + Assignment of new Tasks
* UI Changes
  + The UI is more Consistent
  + Added pictures to Alphabets
  + Added swipe to the pictures
* Merged the dev branch to Master Branch
* Added Settings page since now we have the Database

Action Items:

* Sandeep and rakshit to work on the timer for game mode
* Isha chitra sweekriti to work on more UI
* Peter to work on saving the picture from the camera roll
* Database Implementation by kevin
* Jasjot also to work on Database

**CS673F13 Software Engineering**

**Group Project 3 Meeting Minutes**

**Week 7 (10/ 24-31 /2013 )**

**Date and Time:** 10/29/2013 7:00pm

**Place**: CS undergrad Lab

**Participants:** Isha, Kevin, Jasjot, Rakshit, Sweekriti

**Minutes taker: Isha**

**Timekeeper: Jasjot Singh**

**Purpose: Iteration 2 Discussions**

**Agenda:**

1. Database Implementation
2. User Stories
   1. Completion of Previous User Stories
   2. Creating new user stories for this iteration

3. Deciding what all tables to be formed in the database

4. Deciding database techniques

5. Deciding database architecture

6. Decide time and place for Next Meeting

**Discussions:**

* Understand Mistakes made last Iteration
  + Discussed Features missed as part of last iteration
* User Stories
  + Completed the User Stories from last iteration and marked as Finish
    - Updated on Pivotal Tracker
  + Creating new User Stories for implementation in next Iteration
    - Creation on Pivotal Tracker
    - Assigning Tasks to team members
* Discuss App Progress
  + Settings Page Child Lock
    - Creating Question to appear at Random
    - Creating Toast Message when wrong answer entered
    - Fixing other bugs
  + Database Implementation
    - Kevin Incorporated basic skeleton for Database Implementation
    - Discussed how to approach the creation and maintenance of Database
    - Rakshit and Jasjot working on Database Schema
    - We worked on the database schema

**Key Decisions**

* Pivotal Tracker User Stories
  + Completion of Tasks
  + Assignment of new Tasks
* UI Changes
  + Consistent UI Decided
* Database Implementation
  + Usage of Database for final application
  + Design of Schema task assigned

**CS673F13 Software Engineering**

**Group Project 3 Meeting Minutes**

**Week 6 (10/ 17-23 /2013 )**

**Date and Time:** 10/22/2013 5:00pm

**Place**: PAL Lounge, Mugar Library, GSU

**Participants:** Sandeep, Kevin, Jasjot, Rakshit, Sweekriti,Isha

**Minutes taker: Sweekriti**

**Timekeeper: Kevin**

**Purpose: Iteration 2 Discussions**

**Agenda:**

1. Understand Mistakes Made Last Iteration
   1. Note corrective measures to be taken
   2. Assign Tasks for same
2. Discuss GitHub Branch Creation
3. User Stories
   1. Completion of Previous User Stories
   2. Creating new user stories for this iteration
   3. Corresponding changes on Pivotal Tracker
4. Discuss App Progress
   1. Password Setup for Settings Page
   2. UI Changes
   3. Database Implementation

5. Decide time and place for Next Meeting

**Discussions:**

* Understand Mistakes made last Iteration
  + Discussed Features missed as part of last iteration
    - Code has not be commented
      * Tasks Assigned
    - Organize the Documentation of App
      * Tasks Assigned
* Discuss GitHub Branch Creation
  + Need for creation of a “dev” branch on GitHub
  + In the past, code has been broken due to errors getting committed.
  + Decided to create “dev” Branch
    - Sandeep Created Dev Branch
    - All changes to me now synced to that branch
    - Kevin decided to be Version Checker
      * Will approve code and has sole access to syncing to Master Branch.
* User Stories
  + Completed the User Stories from last iteration and marked as Finish
    - Updated on Pivotal Tracker
  + Creating new User Stories for implementation in next Iteration
    - Creation on Pivotal Tracker
    - Assigning Tasks to team members
* Discuss App Progress
  + Settings Page Child Lock
    - Creating Question to appear at Random
    - Creating Toast Message when wrong answer entered
    - Fixing other bugs
  + UI Changes
    - Decided on using a consistent UI for app
    - Changes to be implemented , task Assigned to Sweekriti, Isha and Chitra
      * Settings Page
      * Account Creation page
  + Database Implementation
    - Kevin Incorporated basic skeleton for Database Implementation
    - Discussed how to approach the creation and maintenance of Database
      * Rakshit and Jasjot working on Database Schema

**Key Decisions**

* Pivotal Tracker User Stories
  + Completion of Tasks
  + Assignment of new Tasks
* UI Changes
  + Consistent UI Decided
* Database Implementation
  + Usage of Database for final application
  + Design of Schema task assigned
* GitHub Branch Creation
  + Fixed Bugs in current Master Branch
  + Creation of Dev Branch for future commits
  + Kevin the branch handler checks and commits it to Master Branch

**Action Items:**

* Sandeep to implement Toast Notification for Incorrect password entered
* Chitra,Isha, Sweekriti to fix UI Consistency Issues
* Database implementation on Android App research by Kevin
* Peter implements Camera and Sound Recording on Account Page
* Rakshit, Jasjot create Database Schema to be implemented in App

**CS673F13 Software Engineering**

**Group Project 3 Meeting Minutes**

**Week 6 (10/ 17-23 /2013 )**

**Date and Time:** 10/22/2013 5:00pm

**Place**: PAL Lounge, Mugar Library, GSU

**Participants:** Sandeep, Kevin, Jasjot,Isha, Rakshit, Sweekriti

**Minutes taker: Sweekriti**

**Timekeeper: Kevin**

**Purpose: Iteration 2 Discussions**

**Agenda:**

1. Understand Mistakes Made Last Iteration
   1. Note corrective measures to be taken
   2. Assign Tasks for same
2. Discuss GitHub Branch Creation
3. User Stories
   1. Completion of Previous User Stories
   2. Creating new user stories for this iteration
   3. Corresponding changes on Pivotal Tracker
4. Discuss App Progress
   1. Password Setup for Settings Page
   2. UI Changes
   3. Database Implementation

5. Decide time and place for Next Meeting

**Discussions:**

* Understand Mistakes made last Iteration
  + Discussed Features missed as part of last iteration
    - Code has not be commented
      * Tasks Assigned
    - Organize the Documentation of App
      * Tasks Assigned
* Discuss GitHub Branch Creation
  + Need for creation of a “dev” branch on GitHub
  + In the past, code has been broken due to errors getting committed.
  + Decided to create “dev” Branch
    - Sandeep Created Dev Branch
    - All changes to me now synced to that branch
    - Kevin decided to be Version Checker
      * Will approve code and has sole access to syncing to Master Branch.
* User Stories
  + Completed the User Stories from last iteration and marked as Finish
    - Updated on Pivotal Tracker
  + Creating new User Stories for implementation in next Iteration
    - Creation on Pivotal Tracker
    - Assigning Tasks to team members
* Discuss App Progress
  + Settings Page Child Lock
    - Creating Question to appear at Random
    - Creating Toast Message when wrong answer entered
    - Fixing other bugs
  + UI Changes
    - Decided on using a consistent UI for app
    - Changes to be implemented , task Assigned to Sweekriti, Isha and Chitra
      * Settings Page
      * Account Creation page
  + Database Implementation
    - Kevin Incorporated basic skeleton for Database Implementation
    - Discussed how to approach the creation and maintenance of Database
      * Rakshit and Jasjot working on Database Schema

**Key Decisions**

* Pivotal Tracker User Stories
  + Completion of Tasks
  + Assignment of new Tasks
* UI Changes
  + Consistent UI Decided
* Database Implementation
  + Usage of Database for final application
  + Design of Schema task assigned
* GitHub Branch Creation
  + Fixed Bugs in current Master Branch
  + Creation of Dev Branch for future commits
  + Kevin in charge of checking code before Master Branch Commit

**Action Items:**

* Sandeep to implement Toast Notification for Incorrect password entered
* Chitra,Isha, Sweekriti to fix UI Consistency Issues
* Database implementation on Android App research by Kevin
* Peter implements Camera and Sound Recording on Account Page
* Rakshit, Jasjot create Database Schema to be implemented in App

**CS673F13 Software Engineering**

**Group Project 3 Meeting Minutes**

**Week 5 (10/ 10-16 /2013 )**

**Date and Time:** 10/15/2013 7:00 pm

**Place**: Mugar Library

**Participants:** Peter,Sandeep, Kevin,Jasjot,Isha, Rakshit, Sweekriti

**Minutes taker: Rakshit**

**Timekeeper: Isha**

**Purpose: Making changes and adding more features**

**Agenda:**

35.Change the layout

36.Share understanding of the current state of the project

37.Implement the splash screen for the app

38.Adding support for account creation

39.Discuss about next week individual work to be done

40.Assign each team mates with individual work

41.Time / Place for next meeting

**Discussions:**

* Layout
  + Changes to the home screen
  + Scrolling through the list of pictures,letters.
  + Layout of the account creation page
  + Adding a security question for the settings page
  + Implementing a database schema for the app

* Plan requirements for the projects
  + Use GitHub to manage documentation and code.
  + Working on Photoshop
  + Working on the settings page
  + Create user stories and add tasks on pivotal tracker
* Assigning each teammate with individual work
  + Each member to complete SMPM doc and update versions.
  + Working on GUI for the app
  + Working on the code for the splash screen and the security question
  + Working on Dialog box for the settings button
  + Researching on how to add animation to the application.
  + Review of the code after every commit.

**Key Decisions**

* Creating a security question for the settings button so that a message pops up when the settings button is clicked. If answer is correct it proceeds or else back to home screen.
* Changing the layout of the of the homepage.
* Changing a little bit of the UI of the application
* Communication
  + Weekly Meetings after class
  + Constant Contact through email and Pivotal Tracker
* App Ideas and Features
  + Adding more animation to the background and buttons
  + Working on the account creation
  + Working on settings page
  + Implementing taking pictures for the child
  + Implementing a database schema for the project
  + More GUI on the main page

**Action Items:**

* Review of the entire code after each commit
* Review the SPMP document
* Some more GUI to be implemented
* Review ideas about the animation.

**CS673F13 Software Engineering**

**Group Project 3 Meeting Minutes**

**Week 4 (10/ 03-09 /2013 )**

**Date and Time:** 10/03/2013 9:00 pm

**Place**: GCB 209

**Participants:** Peter,Sandeep, Kevin,jasjot,Isha, Rakshit, Chitra, Sweekriti

**Minutes taker: Sandeep**

**Timekeeper: Sandeep**

**Purpose: Making changes and adding more features after showing the demo of the app**

**Agenda:**

28.Determine features to be added to the app

29.Share understanding of the current state of the project

30.Discuss about the layout / pattern

31.Plan the requirements for the project

32.Discuss about next week individual work to be done

33.Assign each team mates with individual work

34.Time / Place for next meeting

**Discussions:**

* Customer’s requirement
  + Small changes to the main view suggested
  + Scrolling through the list of pictures,letters.
  + Additional feature where the letter and the word are spelled out together
* Plan requirements for the projects
  + Use GitHub to manage documentation and code.
  + Working on Photoshop
  + Working on the settings page
  + Create user stories and add tasks on pivotal tracker
* Assigning each teammate with individual work
  + Each member to complete SMPM doc and update versions.
  + Working on GUI for the app
  + Working on the code of the app.
  + Working on Dialog box for the settings button
  + Researching on how to add animation to the application.
  + Review of the code after every commit.

**Key Decisions**

* Creating a dialog box for the settings button so that a message pops up when the settings button is clicked.
* Changing the main view of the application.
* Changing a little bit of the UI of the application
* Communication
  + Weekly Meetings after class
  + Constant Contact through email and Pivotal Tracker
* App Ideas and Features
  + Adding more animation to the background and buttons
  + Working on the account creation
  + More GUI on the main page

**Action Items:**

* Review of the entire code after each commit
* Review the SPMP document
* Some more GUI to be implemented
* Review ideas about the animation.

**CS673F13 Software Engineering**

**Group Project 3 Meeting Minutes**

**Week 3 (09/ 27/2013-10/02 /2013 )**

**Date and Time:** 09/26/2013 9:00 pm

**Place**: GCB 209

**Participants:** Peter,Sandeep, Kevi,jasjot,Isha, Rakshit, Chitra, Sweekriti

**Minutes taker: Isha**

**Timekeeper: Isha**

**Purpose: Discussion with the client about her requirements**

**Agenda:**

21.Determine features to be added to the app

22..Share understanding of the current state of the project

23.Discuss about the layout / pattern

24.Plan the requirements for the project

25.Discuss about next week individual work to be done

26.Assign each team mates with individual work

27.Time / Place for next meeting

**Discussions:**

* Determine customer’s requirement
  + Various features that can be added suggested
  + Addition of various categories
  + Scoring and rewards after completion of each session
  + Layout of the numbers to be displayed to make it more interactive
* Plan requirements for the projects
  + Use GitHub to manage and access the code
  + Discussion on the feasibility of adding category wise alphabets such as transportation,animals etc
  + Collection of colorful pictures for every alphabet that will make the learning process more fun for the kids.
* Assigning each teammate with individual work
  + For the next iteration SMPM doc assigned to each to complete the form
  + Collecting pictures of the alphabets children can relate to
  + Working on the code of the app
  + Writing user stories

**Key Decisions**

* Creating initial layout of the alphabets that can be learned with the inclusion of pictures
* Communication
  + Weekly Meetings after class
  + Constant Contact through email and Pivotal Tracker
* App Ideas and Features
  + Inclusion of words that are not so common to provide a higher level of learning for the kid
  + UI to be Child Friendly with the addition of some easy to use options

**Action Items:**

* Collection of Database
  + Pictures of alphabets to be used to be used for the games
  + 3 pictures per alphabet to be collected in Jpeg and png

format.

**CS673F13 Software Engineering**

**Group Project 3 Meeting Minutes**

**Week 2 (09/20 - 26/2013 )**

**Date and Time:** 09/19/2013 8:30 pm

**Place**: GCB 209

**Participants:** Peter,Sandeep, Isha,Kevi,jasjot, Rakshit, Chitra, Sweekriti

**Minutes taker: Chitra**

**Timekeeper: Rakshit**

**Purpose: Basic App Planning**

**Agenda:**

1. Determine project name
2. Share understanding of the current state of the project
3. Discuss about the layout / pattern
4. Plan the requirements for the project
5. Discuss about next week presentation
6. Assign each team mates with individual work
7. Time / Place for next meeting

**Discussions:**

* Determine project name
  + Various names suggested
  + Finalized the app name “EDUkid”
    - Assigned Sweekriti for logo design.
* Discuss about the layout / pattern
  + Sketching the layouts/background
  + Main important “fun while learning”
  + Creating separate account for parents
  + Separate tiles for Alphabet, Numbers, Shapes and Color
  + Where to use buttons, sliders, notification popups
  + Parents can edit/add to suit kids interest.
* Plan requirements for the projects
  + Use GitHub to manage and access the code
  + Install Eclipse
  + Work on photoshop
  + Jasjot with the test device would download the .apk file and verify the working of the initial commit.
* Assigning each teammate with individual work
  + SMPM doc assigned to each to complete the form
  + Gathering templates for the app
  + Working on Photoshop

**Key Decisions**

* Project to be a Childrens Learning (Early Learning) Application developed on Android Platform for use on Tablets
* GitHub
  + To be used for code sharing
* Communication
  + Weekly Meetings after class
  + Constant Contact through email
* App Ideas and Features
  + Application Concept decided
  + Inclusion of Customizable features
  + UI to be Child Friendly
  + Usage of Sound in App

**Action Items:**

* GitHub Setup by Sandeep
* Kevin submits initial submit on GitHub, a simple HelloWorld Application
* Jasjot has to download the apk file and test on our test device
* Rough UI Mockups
  + Splash Screen idea
  + Main Page Layout
  + Settings Page Layout
  + Basic Game Page for Alphabet Game
* Collection of Database
  + Default Pictures, to be used for the games

**CS673F13 Software Engineering**

**Group Project 3 Meeting Minutes**

**Week 1 (09/12 - 19/2013 )**

**Date and Time:** 09/16/2013 5:00pm

**Place**: George Sherman Union Food Court

**Participants:** Sandeep, Kevin, Isha, Jasjot, Rakshit, Chitra, Sweekriti

**Minutes taker: Sweekriti**

**Timekeeper: Rakshit**

**Purpose: Kick Off Meeting**

**Agenda:**

1. Determine final project idea
2. Assign the various leader roles
3. Discuss GitHub Usage
4. Finalize communication plan
   1. Google Hangouts vs Post-Lecture Meeting
5. Find and discuss related works
6. Discuss features to be included in the app
7. Determine strategy for initial startup

**Discussions:**

* Deciding the final project idea
  + Various Ideas suggested
  + Childrens Application
    - Application Allows child to learn alphabets,shapes and numbers
    - Customizable data in the application.
    - Final Idea Chosen as this.
  + QR Code Reader Idea
    - An app which reads QR Codes from the phone screen and scans for the basic data like Personal Details/ Business card
  + NFC Data transfer
    - An app which transfers a customized set data which two phones are tapped with each other
* Determine the Various Roles for team members
  + Everyone shares their areas of interest
  + Leaders Assigned per task
  + Project requirements determined
    - A team for actual android development
    - A team for UI creation
    - A GitHub Setup and management tracker
* Decide GitHub Usage
  + Use GitHub to manage and access the code
  + Sandeep will setup the GitHub project
  + Kevin will do the initial commit for a basic HelloWorld Android App
  + Jasjot with the test device would download the .apk file and verify the working of the initial commit.
* Finalize Communication Plan
  + Due to nature of project and size of group, decision to meet in person decided by consensus
  + Discussion on possible days and times for meeting
  + Final Decision: Weekly meetings for full team Thursday, for 1 hour after completion of lecture
  + Members of smaller teams (UI team, App Coding team, etc) can meet over hangouts, etc.
  + Constant communication through emails and GoogleDocs.
* Find and discuss related works
  + Browsed through current applications on Markets of Apple and Android
  + Found some interesting implementations of existing applications
  + Discussed previous projects we have worked on and suggest ideas from those
  + Discussed Android vs Apple vs Windows Mobile App development features
    - Decided to use Android as our platform for its wider audience range
    - Easier to use and deploy Android application
* Discuss features to be included in the app
  + Menu based game selection
    - Alphabet Learning Game
    - Numbers Counting Game
    - Colors Discovery Game
    - Shapes Recognition Game
  + Settings Page which allows Customization Options
    - Parents Access only
    - Track Progress of Children
    - Customization for all Games
      * Edit Pictures for Alphabet Association
      * Edit Number Images
  + UI Customization
    - Change Color Scheme for Boy/Girl
    - Records Childs Name to use for Acknowledge completion of Levels
  + Future Options
    - Customize Categories
      * Allow parent to add a new category of their own
* Determine strategy for initial startup
  + Decide Tools
  + Breakup Initial Tasks for Setup
  + Fill out Leaders Form
  + Everyone will download and install Eclipse and Android SDK

**Key Decisions**

* Project to be a Childrens Learning (Early Learning) Application developed on Android Platform for use on Tablets
* GitHub
  + To be used for code sharing
* Communication
  + Weekly Meetings after class
  + Constant Contact through email
* App Ideas and Features
  + Application Concept decided
  + Inclusion of Customizable features
  + UI to be Child Friendly
  + Usage of Sound in App
* Roles assigned:
  + Kevin to be Project Leader
  + Other Roles assigned for Team Members

**Action Items:**

* GitHub Setup by Sandeep
* Kevin submits initial submit on GitHub, a simple HelloWorld Application
* Jasjot has to download the apk file and test on our test device
* Rough UI Mockups
  + Splash Screen idea
  + Main Page Layout
  + Settings Page Layout
  + Basic Game Page for Alphabet Game
* Collection of Database
  + Default Pictures, to be used for the games

An Example from previous project:

**Date and Time:** 1/26/12 7 - 8PM

**Place**: Group Phone Call

**Participants:** Dan Spuches, Grace Hopkins, Craig Cato

**Minutes taker:** Dan Spuches

**Time Keeper:** Craig Cato

**Purpose:** Project Kickoff Meeting

**Agenda:**

* Determine group name
* Determine project name
* Provide effort hours so far
* Finalize communication plan
  + Google group vs. Trello
* Find and discuss related works
* Google code
  + Create project site
  + File a test bug
  + Check in/out a test document
* Brainstorm requirements
* Discuss risks
* Determine an approach/process to use
* Assign roles

**Discussion:**

* Determine group name
  + Is this the same as project name? Yes
* Determine project name
  + Yet another weight tracker - taken
  + Yet another weight program - YAWP
    - Don't want to make YAWP noise when you stand on the scale
  + BodyStats
  + Yet another weight history program
  + Yet another weigh-in program
  + Yet another weight oriented program
* Provide effort hours so far
  + Members will email hours spent so far to Grace
  + Need to decide start/end of week
    - Week starts Saturday, ends Sunday
* Finalize communication plan
  + Google group - email distribution
  + Google code - upload and track all documents (including agenda, minutes, etc)
  + Trello - Discussions/brainstorming/to-do and completed tasks
* Find and discuss related works
  + http://download.cnet.com/Weight-Tracker/3000-2129\_4-10458217.html
  + weightchart.com
    - Web based
  + weightwatchers.com
    - Web based
  + Our project is standalone, not web based, open source (differentiator)
* Google code
  + Create project site
  + File a test bug
  + Check in/out a test document
  + SVN or GIT?
    - We will use SVN
    - Tortoise SVN for windows
  + What license will we use?
    - Apache 2.0
    - What are the terms?
    - Need to tag all works with the license text from http://www.apache.org/licenses/LICENSE-2.0
* Brainstorm requirements
  + Functional
  + Non-functional
  + Desktop java standalone client
  + Not networked
  + Single user per instance
    - Future - multiple users
  + Need to be able to enter weights
  + Calculate BMI
  + Charting over time
    - Export charts?
    - Daily weight change
    - Monthly weight loss
    - Trending of data
    - Projections
  + Target weight
  + Sounds?
    - Applause for loss
    - YAWP for gain
  + Computerize printed charts
  + Print charts/data
  + Export and save functions
  + Options
    - Configurable units
      * English vs metric
      * LBS vs KG vs Stones?
* Discuss risks
  + New tools - not understanding/knowing how to use tools
  + Schedules - work and home life
  + Keep it simple/limit scope creep
  + Originality - what differentiates us from others?
  + Multiple user functionality - may be too time consuming
  + Limited time for project as a whole
* Project criteria
  + Usefulness - nobody has yet found the best way to do it, there are a lot of other ones out there, none are right yet?
  + Complexity - will be sufficiently complex
  + Originality - it is original because Craig created the concept
* Determine an approach/process to use
  + Waterfall with feedback/iteration
    - Ability to revisit requirements and re-shuffle priorities
    - Need to build in the ability to respond to risks as they arise and difficult requirements
  + Possibly some agile concepts/aspects - prototype and test driven
  + JUnit testing - test driven development
* Assign roles
  + Grace - Leader and QA
  + Craig - Configuration Mgmt
  + Dan - Implementation

**Key Decisions**

* Project name is YAWP - yet another weight-tracking program
* Google code
  + https://code.google.com/p/yawp/
  + We will use SVN on Google code
  + Source code license - Apache License 2.0
  + Labels - health, academic, java
* Time tracking
  + Week start on Sunday
  + Week end on Saturday
  + Get time to Grace by noon on Sunday
* Communication Plan
  + Use Google group for email communication
  + Use Trello for task tracking (to-do and complete) and discussions/brainstorming
  + Use Google Code for document and code repository, version control
* Roles assigned:
  + Grace - Leader and QA
  + Craig - Configuration Mgmt
  + Dan - Implementation

**Action Items:**

* Review terms of Apache license - Dan, Craig, Grace
* Submit time to Grace by noon Sunday - Dan, Craig, Grace