Saturday, August 23, 2014 - Meeting 1 - Google Hangout (archived)

Essentially all we have established is that we want two things out of the project:  to have a clear direction for it so we don't get bogged down in little things, and to have an interesting problem to solve

The employee scheduler gives us a chance to come up with a cool scheduling algorithm based on priorities

And we discussed that using WPF is probably the way to go to get a nice GUI

And C# is something we all can work in together

Ok so scheduling system sounds good then. What we will need to do is focus on what our goal is for the application and come with a list of functionalities. 3 main ones first and if we have time maybe we could include some other things.

employee (login/logout for these)

-enter schedule preferences - mark availability

-display own schedule

schedule manager (login/logout for this)

-generate schedule - populate the next week based on availability

so those were the three specified ones

however they are open to interpretation

I'm thinking there should be a way to view everyone's schedule as well.

That's not a bad idea. So you coul ask to switch shifts with someone..

You need to know when your coworkers are working.

I think you should have to log in to see the schedule. Don't want creepers who aren't working there to view the schedule then show up and stalk employees

so you login and get two options haha

okay, and for set work preferences, in broad strokes, employees have some way to mark up the next week whether they can work, can't work, and maybe after we add more choices like prefer to work, prefer not to work

I think we start at barebones though, can and can't work

alright, and generate schedule is the fun part I believe.  Ideally, in my mind here, it is a couple options about how many people have to work and what hours need to be filled, then a button that just looks at preferences and then creates a schedule if one is possible

otherwise it says can't do it and that preferences need to be adjusted

My thought is minimal manager interaction

Maybe there are some conflicts we can't decide how to settle and the manager gets a popup to decide those, but hopefully nothing more than that if we write the algorithm well

That sounds good. So it's like a schedule request system. And if something goes wrong the manager will do some sort of overide.

And it'll also generate schedule s that are possible.

How often would we like to "meet" to discuss the project?

I think it would be nice to meet weekly.

I think we need at least 30 minutes to explain how progress is going?

And definitely an hour or two to sit down and make decisions like what are our functional requirements, how are we going to design the code, make up diagrams

Some will have to be longer

I think Sunday is the only day I'm available. I'm at work/school all day during the week

And if it has to adjust, it adjusts, but we probably need say a max of two hours every Sunday and we will be able to stay on top of everything

Sometimes we can probably get done in 30, but on some of the bigger things we may need longer

I guess this can segue into the next thought I had, dividing up work

are we planning to hash out a lot of this together?  Or do we want to do more assigning?  For example, we have to come up with functionalities for the presentation in 3 weeks

do we say, this person do that, and someone else puts together slides, and someone else puts together another part?

or do we sit down and do it as a group

Mornings or late afternoon [for Sundays]

I think for the planning phase we should hash it out as group. Then, when we have a plan, delegate specific tasks for the presentation with one group meeting at the end to make sure we're all on the same page before we present. Then when we actually start writing code and implementing functionality we can split that up. What do you think

So starting next Sunday, not tomorrow, can we say we always have a time slot in one of those two [morning or afternoon]?  And we try to decide earlier in the week what it will be?

I think that sounds like a plan Darcie, we set a path going forward for everyone and divide up the work, then each week when we check in we can see how progress is going and keep each other on the group path

Until we hit the next big thing, then we plan, divide, and conquer again

That'll help from duplicating too much effort I think

So what time is best?

The only thing I tend to have going on Sunday's is dev club.  So our meeting should start by 4 probably

otherwise we can go backwards as early as needed

And it is okay if that shifts around as long as I have a couple days heads up

We should probably try to have a specific time nailed down by every Friday?

4 works for me. And I agree with confirming the time every Friday.

What do we do if someone is slacking and not making meetings?

Sure 4 is fine.

That and, what are the plans as far as meeting deadlines? I would rather not be finishing up and turning things in the day before?

preferably I'd like to get stuff done say 4-5 days early and have time for everyone to review it before turn in

Same here chad...I'm thinking we can start on this thing a bit early so we aren't rushing to get it in

But seriously though, what are we actually going to do?  I'd rather not have to bother with whispers and awkward hey we think you aren't doing enough conversations

we don't have to decide now, just something to keep in mind

I'd like to have something specific so no one feels singled out or what not

We can pin that down next week however

I don't think it would be awkward to say "Hey, you're not contributing enough" I think we all understand responsibility so if someone's not showing up to meetings I won't be afraid to tell them that they need to show up to. And if I don't show up, I won't be offended if someone tells me that I need to stop slacking. Since it's a small group and we're all friends I don't think we need a specific policy

well nothing else I think is pressing, so unless anyone has anything else then I'll summarize this, detail out our project submission, and send it out in an email tonight