# **Meeting 2 Report**

**Date:** 10/03/2025 & 17/03/2025 (to be prepared for our presentation)

Time: 20:30-21:00 Platform: FaceTime Facilitator: Dana Note-taker: Anh

### 1. Updated Project Status

• Project Title: CoBible

Final Description:

A mobile app to support first-year BINFO students in learning the basics of Java and Python. The app features a dual-language shortcuts, interactive flashcards, and quizzes. It also provides personalization features such as favourites, dark mode, and a leaderboard.

# Programming Languages:

Swift (iOS development)

MongoDB (Database) / MongoDB Atlas

#### o Frameworks & Tools:

Front/Backend: Xcode (for Swift/SwiftUI development)

Design: Figma (for UI wireframing)

Database: MongoDB (stores quiz data, syntax references...)

o **Testing:** Swift Testing, Manual Testing

Platform: iOS (iPhone/iPad)

Development Environment: Xcode

#### 2. Minimal Set of Functionalities (MVP)

- Home screen with navigation
- Syntax reference for Java
- Quiz system (MCQs, fill-in-the-blanks)
- Flashcard system
- Basic UI & Responsive Design

## 3. Optional Functionalities (Time-Permitting)

#### If time allows, we will also add:

- Multi-language support (Switch between Java/Python)
- Dark mode
- Leaderboard for quizzes
- Favorites/Shortcuts page

## 4. Sprint 1 Backlog (March 19 - April 23)

| Task                              | Description                                 | Status | Assignee(s) |
|-----------------------------------|---|--------|-------------|
| Define color scheme & iconography | Choose app theme and design style           | To Do  | Anh         |
| Implement navigation structure    | Create app-wide navigation (tabs, sections) | To Do  | Erwan       |

| Task                                  | Description   | Status         | Assignee(s) |
|---------------------------------------|---|----------------|-------------|
| Set up MongoDB                        | Backend setup for storing user data, quizzes, etc.    | To Do          | Erwan       |
| Create data collections               | Collections for syntax references, quizzes, and users | To Do          | Dana        |
| Develop home page UI                  | Create main landing page UI                           | In<br>Progress | Erwan       |
| Design wireframes                     | Wireframes for all screens (Home, Shortcuts)          | In<br>Progress | Dana & Anh  |
| Navigation bar                        | Implementation of switch between app sections         | In<br>Progress | Erwan       |
| Expand shortcut list to 75+           | Add more Java (and optionally Python) shortcuts       | In<br>Progress | Dana        |
| Create initial list of Java shortcuts | 50 core Java shortcuts prepared                       | ✓ Finished     | Dana        |
| Integrate shortcuts into UI           | Display and organize shortcuts in app UI              | To Do          | Dana        |
| Manual testing for bugs               | Initial round of user testing                         | To Do          | Team        |
| Swift UI testing                      | Verify UI interactions using Swift tools              | To Do          | Anh         |
| Fix performance issues                | Optimizations and performance adjustments             | То Do          | Team        |
| Shortcut lookup (search/filter)       | Feature to search and filter shortcuts by category    | To Do          | Dana        |
| Connect frontend with MongoDB         | Data binding and integration                          | To Do          | Erwan       |

# 5. Next Meeting Preparation (for 21/04/2025 or 22/04/2025) Topics to be Covered:

- Update on **search integration** within the reference guide
- Initial **testing results** from user feedback
- App structure and visual shape overview
- If time permits, demo of:
  - Multi-language switching (Java <-> Python)
  - o Dark mode
  - o Quiz leaderboard
  - o Favourites/shortcuts implementation

## 6. Sprint 2 Goals (April 29 – May 24)

- Complete flashcards and quizzes (core mechanics and storage)
- Enhance UI/UX based on initial user feedback
- Implement optional features if feasible (multi-language, leaderboard)
- Optimize app performance and Firebase usage
- Final app polish and testing before final delivery