Meeting Summary: Final Submission Push, Bug Fixes and Possible Future Goals

Date: 20/03/24

Participants:

- Member 1 (Dylan Carter - 720007761 - dc713@exeter.ac.uk)
- Member 2 (Jamie Elder - 720011935 - je497@exeter.ac.uk)
- Member 3 (Victor Smith - 720087895 - vphs201@exeter.ac.uk)
- Member 4 (Daniel Hart - 700046191 - dh590@exeter.ac.uk)

Session Lasted: 1 hour.

Objective:

The primary goal of our final meeting was to complete the project. To bring all our code and work we've created together and to send off our project, while doing this we would do a final check for bugs or any problems that may occur with our application. Also to talk briefly about how we believed the project went and where our app could go in the future.

Discussion Points:

1. Project Specification and Submission:

We began the meeting by discussing how we are planning on tackling the final submission. We looked through the example submission provided and concluded that our format for submission of the last sprint was more than adequate, so we decided to stick with what we did before, with updating all the documents and adding additional ones needed for this final sprint. We decided again on Jamie to be the one who submits the project as he has the most up to date code offline.

2. How We Worked:

We summarised that we collaborated to develop an application using an agile methodology, a framework recognized for its flexibility and responsiveness. Demonstrating a shared commitment to excellence, they established clear communication channels and embraced iterative development practices. Regularly scheduled meetings, including daily stand-ups and sprint retrospectives, facilitated ongoing dialogue and enabled timely adjustments to project priorities. Each team member assumed responsibility for distinct aspects of the project, leveraging their respective expertise to drive progress. Through a process of continuous refinement guided by user feedback, the team iteratively enhanced the application to meet evolving requirements. Their steadfast dedication to customer satisfaction and adaptability to change resulted in the delivery of a sophisticated product that surpassed initial expectations. This collaborative endeavour exemplifies the efficacy of agile

methodologies in fostering teamwork and achieving project success within the software development landscape.

3. Bug Fixes:

While looking through our final submission we discovered some bugs that needed addressing, mainly one to do with password resets and the other to do with organizing group cooks. With organizing the group cooks when putting in the date and time you wanted for the cook the application ran an error, this is because it was formatted to only take the date and not the time. This wasn't inline with what we wanted from our app, so we changed it to account for the time as well. For the password reset bug there was something wrong with using emails without signing in. This was fixed promptly to allow users to properly use our application.

4. Future Possibilities:

Recognizing the true scope of our application we also brainstormed ideas that could be implemented in future developments. With our final application we believed we hit the necessary features needed for a successful application, however we thought the use of an opt out for a group cook could have been useful. Further to this we thought maybe a messaging system would be useful to communicate whether people can be a part of a cooking event or maybe even to suggest meals. As well as this we believe a more extensive database for ingredients would vastly improve our application.

Conclusion:

The meeting concluded with us happy with our project overall. Just our final submission to complete and all of us feeling satisfied with how our project meets the criteria for the project specification. There were some bumps and problems however we worked through it as a team which was what we believed the point of this module to be.

Final Actions:

1. Final Submissions
2. Final Bug Fix

Meeting Related Images

Above a screenshot of ‘Foodle’ the app we created