Meeting Summary: Realistic Expectations, Confirmation of Ideas and Specification

Date: 12/02/24

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)
- Module Lead (Solomon Oyelere – s.oyelere@exeter.ac.uk)

Session Lasted: 45 minutes.

Objective:

The purpose of this meeting was to discuss and confirm that our project ideas aligned with the specified criteria and were achievable within the given time frame. Additionally, we aimed to gather any necessary information to complete the project specification thoroughly.

Discussion Points:

1. Confirmation of Ideas

We met with the module lead to validate our app ideas against the specified criteria and assess their feasibility within the project timeline. The module leader was satisfied with our app and its integration with sustainability and locations on campus, but emphasized the importance of managing our workload effectively over such a short first sprint. He also supported our future ambitions for the app and agreed it provided a good platform to build upon. With confirmation from the module lead, we properly discussed our ambitions for this sprint and project.

2. Ambitions for Project

Our ambitions for the project encompass creating an app where users log in daily to participate in a word-guessing game ('Foodle'), where every user tries to guess the same daily word. Users earn scores from correct guesses which link to their accounts.

Via QR codes, users can join cooking groups which they can switch between. Within a group, a user can plan a group meal using recipes from the recipes page. Separately, users can create recipes from a database of ingredients, such that upon recipe creation an eco-score can be generated based on the ingredients used. Users gain points for using high scoring recipes, and both a user's eco-score and Foodle score populate an inter-user and possibly inter-accommodation leaderboard.

3. Achievable Goals and Tasks

Assessing the feasibility of our goals, we concluded that our base idea was achievable in the given timeframe for the first sprint. We then began assigning the tasks we felt would form the basis of our project. Victor was allocated the design of the databases and pages, as he has extensive experience, our databases needed to be up and running quickly. Daniel was tasked with setting up a Kanban Board and GitHub repository, and Jamie was assigned with building the initial Django framework needed for us to get our project underway. These tasks were deemed essential to kickstart our project.

Conclusion:

We left the meeting excited about our project idea, confident in our realistic goals for the sprint, and eager to explore further development possibilities. We believe our app has the potential for endless features that promote gamification, on-campus sustainability, and location-based interaction. The assigned roles complement our strengths and instil confidence in the project's success.

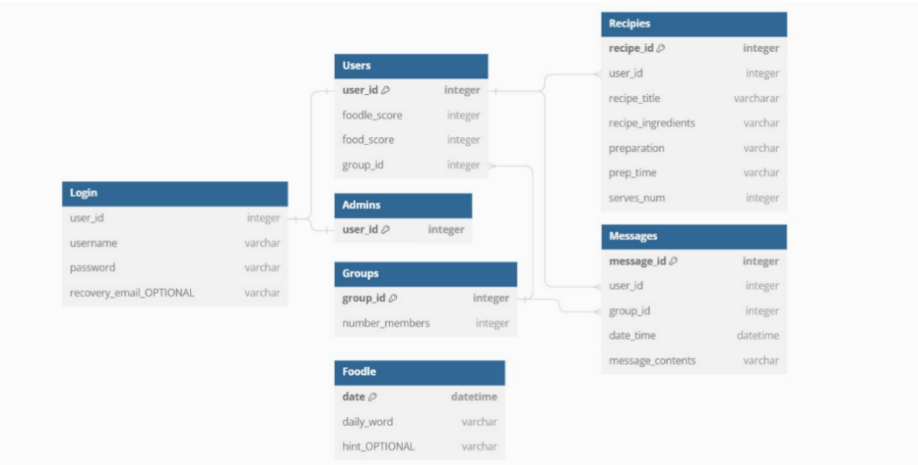
Next Steps:

1. Creation of ‘Foodle’ code
2. Repurpose QR code scanning/creation programs
3. Initiation of Django page models
4. Development of Database Design

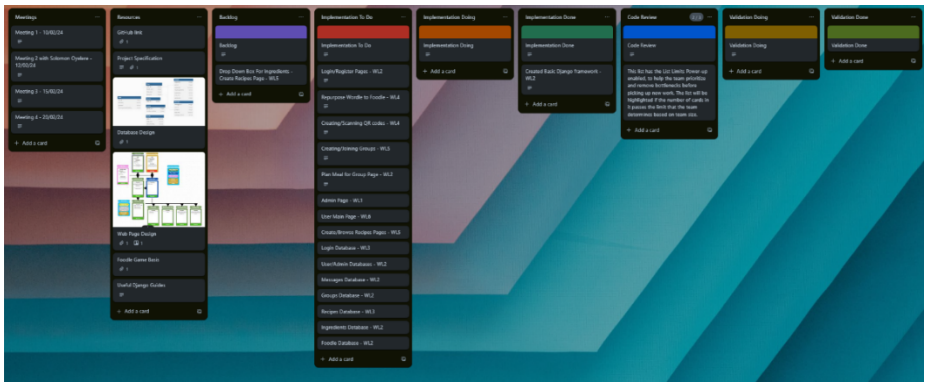
Action Items:

1. Creation of GitHub repository
2. Creation of Kanban Board
3. Creation of Django framework
4. Design webpages and database models

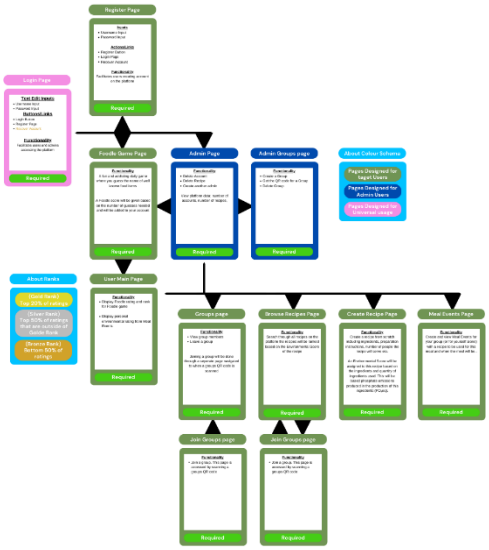
Meeting Related Images



Above First Database Design



Above Starting Kanban Board



Above Pages design