Meeting Summary: Tasks To Do and Design Changes

Date: 15/02/24

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)
- Member 5 (Ziyad Alrubian - 710057514 - zaa203@exeter.ac.uk)

Session Length: 1 hour.

Objective:

The purpose of this meeting was to assign tasks that align with each team member's comfort level and to finalize the design of the app. We aimed to ensure everyone understood their contributions and how the application would take shape.

Discussion Points:

1. Base Application Design Change

We started off this session going through what we had done after the previous meeting, specifically going through the design that Victor created and aligned it with what our base app should look like. We then discussed how we thought the recipes should get their scores in accordance with the ingredients used and how planning a meal should be laid out. This prompted a design change with the databases, as recipe scoring required a new database for the ingredients and their scores. After this change we were all in agreement with how the databases were presented and so we divided up the tasks.

2. Task Allocation

We tasked Dylan with repurposing 'Wordle' into 'Foodle' as he is comfortable with coding games and HTML. Victor had previously identified a useful GitHub repository for Wordle like games, which he added to the Kanban board. We tasked Ziyad with creating the code for the creation and scanning of QR codes. Victor was assigned to creating all the databases required for the app to function, given his familiarity with the database design. Jamie was entrusted to start the Django pages, primarily focussing on the Login/Register pages, but with the option to expand further before the next meeting.

3. Quality of Life Design Discussion

We discussed final quality of life changes for the app, such as the process for joining a group, app aesthetics, and 'Foodle' score management. Our biggest takeaway was an agreement that functionality would take precedence over aesthetics during the first short sprint. We also agreed that you need to be in a group before you can choose to cook a recipe, and decided to implement a tally system to accumulate 'Foodle' scores, allowing unlimited plays during this phase.

4. Expectations and Goals

Throughout the meeting, we deliberated on the app's appearance post-first sprint, emphasizing simplicity and functionality. We reminded ourselves to adhere to guidelines and focus on achievable goals before the deadline, with plans to incorporate additional complexities in subsequent sprints.

Conclusion:

At the end of this meeting, we all understood where we were aiming towards in terms of our application and how we could start reaching the product we want to submit. With tasks handed out, we had built the foundation needed to complete our application with gamification and locations, while allowing leveraging each other's strengths to avoid an excessive workload.
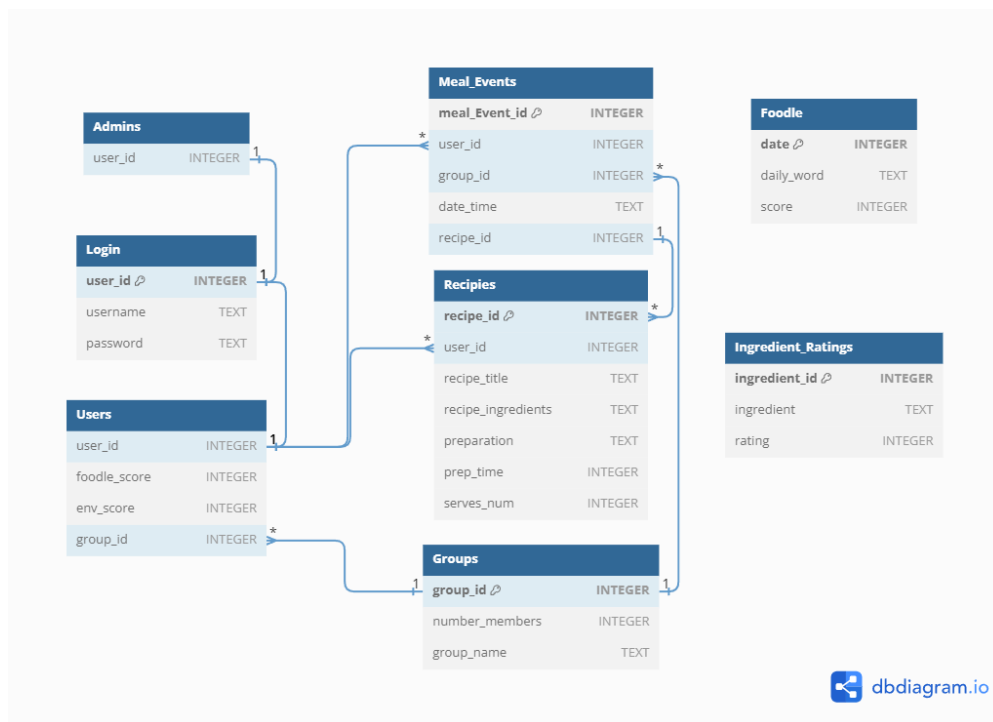
Next Steps:

1. Completing final pages of design.
2. Integrating code into Django models.
3. Set realistic expectations of our finished product from the first sprint.

Action Items:

1. Code the 'Foodle' game.
2. Develop a QR creator and scanner.
3. Actualise database design.
4. Begin work on login and register pages.
5. Develop more pages if time permits

Meeting Related Images

Above depicts the new design for the databases.