Meeting Summary: Further Tasks and Choices

Date: 20/02/24

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 Lasted: 1 hour 15 minutes.

Objective:

The main goal of this meeting was to set final tasks of what each person should and can do by the end of the sprint as well as talking through any final design choices. We aimed to finish tasks with adequate time before the sprint submission, as to allow us time to properly check over all the project and fully compare it to the Continuous Assessment Criteria.

Discussion Points:

1. Dividing up Tasks:

We began by identifying the remaining tasks essential for completing the project.

We concluded that these tasks involved creating a 'Foodle' page that shows the game created already, a group log in page where you scan a QR code and join a group, and with this a page that allows you to leave a group. We also needed a page to create a recipe, a page to view all the recipes created, and a page to view specific recipes. In addition to this we needed a meal plan page for the groups to organise when to do a group cook, a leaderboard page to rank all the users, and a main page to link all these pages together. We decided to divide the tasks up as following, Daniel would do the view recipes and individual recipe page, Ziyad would implement the QR code creation into the pages, Dylan would add the 'Foodle' app to the 'Foodle' Page, Victor would make the create recipe page, and Jamie would do the rest of the pages and while offering assistance where needed. This gave everyone a sizable but achievable task to do in the given time which we specified.

2. Final Design Choices:

Following task allocation, we discussed final design choices, focusing primarily on the basis for ingredient scores in recipes. After considering various options, we decided to base ingredient scores on eutrophying emissions per kilogram of food product. This decision aligned with our goal of promoting sustainability by considering the

environmental impact of ingredients. Additionally, we finalized the functionality of the admin page, which would enable monitoring and deletion of users, recipes, added ingredients, and groups.

Conclusion:

The meeting concluded with clear task assignments and consensus on design choices. Each team member understood their responsibilities and felt confident in achieving the set goals by the sprint deadline. We acknowledged the progress made as a group and believed in delivering a viable product on time for the sprint submission. Final decisions on design, particularly the ingredient scoring basis and admin functionality, were clarified, eliminating any remaining uncertainties.

Next Steps:

1. Address any bugs or errors.
2. Bootstrap the Django models.
3. Fully implement the admin page.

Action Items:

1. Create specified pages.
2. Integrate QR codes into the Django models.
3. Integrate 'Foodle' game into the Django models.
4. Research food rating basis in depth.

Meeting Related Images:

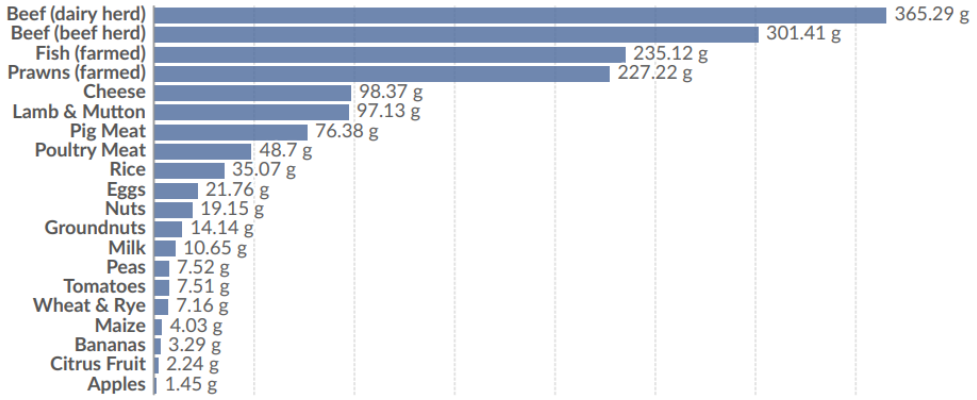
Below a figure of what the score for Ingredients will be based off

Eutrophying emissions per kilogram of food product

Eutrophying emissions represent runoff of excess nutrients into the surrounding environment and waterways, which affect and pollute ecosystems. They are measured in grams of phosphate equivalents (PO_4eq).

Table Chart

Edit foods



Data source: Joseph Poore and Thomas Nemecek (2018). – Learn more about this data

OurWorldInData.org/environmental-impacts-of-food | CC BY