# Meeting Summary: Further Tasks and Choices

**Date:** 20/02/24

**Participants:**

* Member 1 (Dylan Carter - 720007761 - [dc713@exeter.ac.uk](mailto:dc713@exeter.ac.uk))
* Member 2 (Jamie Elder - 720011935 - [je497@exeter.ac.uk](mailto:je497@exeter.ac.uk))
* Member 3 (Victor Smith - 720087895 - [vphs201@exeter.ac.uk](mailto:vphs201@exeter.ac.uk))
* Member 4 (Daniel Hart - 700046191 - [dh590@exeter.ac.uk](mailto:dh590@exeter.ac.uk))
* Member 5 (Ziyad Alrubian - 710057514 - [zaa203@exeter.ac.uk](mailto: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. The tasks to be done a couple days before the sprint would be submitted as to allow us time to properly check over all the project and fully compare it to the Continuous Assessment Criteria.

## Discussion Points:

### Dividing up Tasks:

For this meeting we first discussed what tasks there were left to do in order to complete the project. We concluded that to be able to achieve the product that we wanted to present for the first sprint we needed to make 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 with all the functions necessary, 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 finally 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 help if someone needed it. This gave everyone a sizable and achievable task to do in the given time which we specified.

### Final Design Choices:

After deciding what tasks needed to be done, we talked about little design changes we thought would be more appropriate for the application we envisioned. Mainly about what we were going to base the ingredient scores off for the recipe. We had many different ideas; however, we chose the score to represent how much eutrophying emissions each ingredient produces per kilogram of food product. This is because these emissions represent runoff of excess nutrients into the surrounding environment and waterways, which affect and pollute ecosystems and the environment. Furthermore, we came to a decision on what our admin page would do which would be having the admin be able to delete and monitor users, recipes, added ingredients and groups.

## Conclusion:

The meeting finished with everyone knowing what tasks they must do and feeling satisfied with the progress made so far. We believe we have made achievable goals that we can reach and worked well as a group up to this point and believe we can finish a viable product in time for the deadline of the first sprint. We also cleared any confusions on design with our decision to make the score be based on eutrophying emissions and our final decisions on what the admin should do.

## Next Steps:

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

## Action Items:

1. Create Pages Specified.
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

