# Meeting Summary: Final Submission and Document Run-through

**Date:** 27/02/4

**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 Length:** 1 hour

## Objective:

Our objective with this final meeting was to gather up every document and piece of code needed and create our final submission. While smoothing out any last details and making sure everyone understands what we are submitting and what our future goals could be in this project.

## Discussion Points:

### Submission:

As part of the submission Jamie realised that we would need a requirements document as part of the final submission in order to tell the clients what modules need to be installed to change and make ‘Foodle’ their own and so he added this. Daniel also realised that a ReadMe was needed to be an overview for the project as a whole and so he created that. The final submission was decided to be uploaded by Jamie as he had all the code needed and most of the documents required for the final submission.

### Understanding of Submissions:

Before we decided to send it off, we went over the project we had made thus far in its entirety. We have a functional application that allows users to play a fun and intuitive game, then allows users to make and share recipes that they would like to cook as a big group, effectively saving money, time and energy and also teaching them how to cook new dishes as the same time. This app would be targeted at first years who may not have cooked for themselves before and allows them to socialise with their flatmates/accommodation friends if they were having trouble doing so. We all agreed that this application was an acceptable product for this first sprint and knowing that we could easily build on this in the future.

### Future Goals:

Our final discussion was about what we believed our future goals could be and what we think could be achieved in our final sprint. A lot of the discussion was around an improved gamification of the application: making streaks for ‘Foodle’, giving users awards for meeting certain criteria, having location-based leaderboards, etc. However, we also talked about having a more extensive ingredients database, possibly adding and obviously making the application look up to standard. Our ideas for creating more for this application seem like they don’t have an end and it’s just about exceeding the criteria set within the timeframe given and being reasonable about workload.

## Conclusion:

We are satisfied with the product we are submitting and excited about where our product can end up. We all believe that we worked well as a team and are happy to keep moving forward together into this next sprint. We played into each other’s strengths and covered each other’s weaknesses and allowed ourselves to blossom in this Group Software Development Project. Maybe something to learn from this sprint would be the importance of clear communication between everyone on our goals and what we need to do in order to complete tasks most efficiently, however that can only be said to be a minor nit-pick as all together we have worked solidly as a group.

## Next Steps:

1. Start of new sprint.
2. New goals and a further developed application to aim for.
3. More design of UI.
4. Testing for all code.

## Action Items:

1. Submission of project
2. Submission of peer review

# Meeting Related Images

A screenshot of a computer program

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Above screenshot of ReadMe

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Above screenshot of requirements document