CPT110 Assignment 3: Group Meeting #4

Sunday 09/05/2021

Meeting ran 8.30pm – 9.53pm AEST.

**Sunday 9/5/21 at 8.30pm AEST.**

Attendees:

Sean Atherton

Jack Holliday

Liam O’Loughlin

Stephanie Newland

Mia Vasiliadis

Absent:

Joshua Chuang

Meeting notes:

* Quick recap of the meeting/agenda from last week.
* Due date for **both** A3 and A5 is **28th May** at **11.59pm AEST** after

changes caused by the extension on A2.

* Tried to contact Josh via Discord.

(Online; Arma 3. No response to

ping)

* **A5**
* Due date: **28th May** at **11.59pm AEST**
* Draft due date: **9th May** at **11.59pm AEST**
  + - * TONIGHT!
    - Storyboard completed.
    - Script reviewed.
      * Group happy with how dot points are used in draft as we are obviously expanding on it as we gain more content in A3.
      * Made a few changes as a group with main input from Liam/Jack as they mainly developed the storyboard/script.
      * Once finalised, put storyboard and script into .pdf ready for submission.
      * Submitted work via Liam’s account.
* **A3**
* Due date: **28th May** at **11.59pm AEST**
* **Plans and Progress:**
  + Need to include decisions made, changes to project plan.
  + Liam looked into the areas of how it began, how has progressed.
    - Thought this might be a bit easier if Josh worked on it; will need to get in contact/see if he is willing to complete.
* Definitely need Josh’s input for this section as it hinges on how he developed his project idea.
* **Scope/Limits:**
  + Jack to complete.
  + May still need group input in certain areas.
  + Parts will cross over with Tools/Tech – to coordinate with Steph.
* **Testing:**
  + Sean to complete.
  + How will we test our project?
  + Jack questioned in Discord for his Roles document about Red team vs Penetration testing.
    - Red Teams work in teams of 2 – 20 people (on average, potentially teams of 100+ dependant on the size of the project).
    - Decided as a team to outsource to a Red Team as it is quite technical and could be quite expansive.
    - Red Team is very in-depth in their testing. Could take 3-4 weeks through to several months (again into years if a larger project).
    - Sean and Steph to take on other CS roles within the project as required by Roles document.
* **Team Profile:**
  + Team profiles completed.
  + Career plans added to document.
  + Group processes to be filled out.
  + Career plans need to be compared/contrasted.
* Each individual sections clarified again and to be completed hopefully by the next meeting/within the next week.
* **Group Resolution**
  + - How would we reach out if having troubles with team members not completing work satisfactorily?
      * Reach out to group member first. Ping through discord.
      * Take it to our tutors/lecture if no response/resolution reached.
      * All in agreement in how this should work.
* **Final round-up:**
* Due date: Sunday of week 13(?): **28th May** at **11.59pm AEST**.
* Draft for A5 due: Sunday of week 10: **9th May** at **11.59pm AEST**.
  + - * SUBMITTED
* To be done before Tuesday’s meeting:
  + - * Have questions/discussion points ready to be answered.
      * Add any additional tasks if you think of them to the next meeting agenda.
      * Continue working on our assigned sections.
* Next meeting:
* Next meeting date: **Tuesday 11/5/21 at 9.30pm AEST.**

Tasks completed:

* Next meeting scheduled.
* New agenda documentation created.
* Draft submission of storyboard/script for A5 finalised submitted.
* A3 sections clarified and continued work on.
* A3 Roles completed and uploaded (Jack)

Tasks to be completed:

* Agenda for the next meeting to be added to (by anyone) as items

come up during the week.

* Individual tasks as listed below.
  + Website (Mia)
    - Additional page for A3
  + A3 Tools/Tech (Steph)
  + A3 Aims (Josh?)
  + A3 Group Processes and Communications (Mia)
  + A3 Plans and Progress (Josh?)
  + A3 Testing (Sean)
  + A3 Scope/Limits (Jack)
  + A3 Risks (Liam, help from Sean once Testing is completed)
  + Project Description/Landscape/Comparison of Career plans