Weekly Meeting Summary

Key Points

The team name is now 'Bryan and the Beards'

The project name is 'Infakestor'

The team designated the tools they would use going forward:
- Ruby on Rails (development platform)
- Cloud 9 (ide)
- Github (repository)
- AWS (web server)
- Invision (mock ups/wireframes)
- Jira (Sprint Management)
- Google Drive/Docs (General Communication/Idea Sharing)
- Discord (extended online communication)
- Facebook Messenger (Quick Communication)

The client requested:
- Up to the second updates of the ASX stock prices.
  - Investigated, ASX prices are only updated every 20 mins
- An API for the project so that others could replicate the game.
  - Attempting to determine scope of API
- Continuous leaderboard from beginning of launch of web app
- Buy/Sell Orders
- Tutorials on site

The team feels they have reached the point where the coding can begin and expects for the development process to accelerate rapidly from here.

Friday, March 17th 2017
Minute 3 (Week 3, 2.45 pm – 4.30pm) (Face-to-face meeting)

Attendees: Sean Mallard, Mert Atakan, Bryan Soo, Connell McFadden.
Absentees: None, Mert leaves at 4.00pm (A prior arrangement he had with another person).

Agenda: Finishing the product backlog

-Start of minutes-

1) Review what the client has shared with us.
2) Write up user stories and product backlogs.
3) Reviewed the prototype and see what other features we can include.
4) Build up a survey based on the prototype to show the client the current effectiveness of the layout of the website.
5) Plan the Gantt Chart of the project
6) Reviewed the product backlog with just the core functions.
7) Reviewed videos and tutorials online about Agile framework and its relevant methodologies.
8) Suggestions were made on the visual aspects of the web prototype.

-End of minutes-

Tuesday, March 21st 2017
Minute 4 (Week 4, 4.45 pm – 5.10pm) (Face-to-face meeting)

Attendees: Sean Mallard, Bryan Soo, Connell McFadden, Ali Yavari (Client)
Absentees: Mert Atakan (inconvenient transport problem – traffic jam)

Agenda: Obtaining client's feedback on layout

-Start of minutes-

1) Validate that the prototype/mockup is working before showing the client.
2) Obtain results of prototype survey to show to the client.
3) Show the prototype and product backlog to the client.
4) Client gives feedback on the prototype:
    a) The current prototype layout design is decent.
    b) The color scheme is not consistent, the login page was dark but the dashboard is bright.
    c) Designated Ruby on Rails as our platform to incorporate the API.
5) Client gives feedback on the product backlog:

a) The current product backlog is sufficient for core features
b) Suggested adding more features such as using a different stock market.
c) Included buy/sell orders into the product backlog.
d) Approved of having tutorials for new users.
e) Approved of setting Administrator settings.
f) Wanted the platform to be updated per second.

-End of minutes-

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