TUESDAY 08.09.20

11:00 / DISCORD

PARTICIPANTS

Aline Eikeland, Hugo Ganelius, Viktor Johannesson, Emil Lundqvist, Felix Oliv

CHAIR

Aline Eikeland

REPORTS (NO DISCUSSION)

- User stories
    - Various group members brainstormed user stories
- Design work
    - Felix made a Figma sketch suggestion for the game selector screen

QUESTIONS

- RAD
    - General lack of understanding for the RAD model
    - **It is to be written continuously**

ISSUES

- No particular

SUPERVISION REPORTS

- Minutes
    - Are to be uploaded to Github

- Detailing personal responsibilities and deadlines
- Mental training games is a good idea
- Possibly use forks on Github
- Needs to appear rather complex code in the model
- Target group needs to be specified
- We should use Gradle
- Continuous testing, focus on edge cases
    - Use Travis
- Assign responsibilities
- Don't forget non-functional requirements
- Next step: User stories, RAD, GUI prototype, model

DISCUSSION

- User stories
    - Too many different personas
    - Many applications are competitive
    - Easier to stand out with focus on health benefits
    - Competition is more of an invisible pull
    - **More focus on mental training and personal health than on competition**
- Responsibilities
    - The group decided Friday to assign important areas of responsibility to different group members.
    - **Responsibility does not equal the full workload. The responsibility mainly concerns planning, knowing and assigning tasks in the subject area to different members.**
    - **Especially important for testing and documenting areas. The programmer is to write relevant comments and tests for their code. Could otherwise result in difficult and unfair workload for the responsible.**
    - **Hugo is to be Scrum master** - task management and task board.

- **Emil is to be GUI responsible** - graphics and view programming.
- **Felix is to be code responsible** - general code, model and controller especially, Github management.
- **Viktor is to be testing and documentation responsible** - assuring the program´s functionality, maintaining test and documentation quality.
- **Aline is to be RAD documentation and meeting responsible** - Facilitating meetings and writing minutes, updating RAD documentation.
- Designing medium
    - Are we to use paper or digital software for designing model and graphical interface?
    - Paper is easier and faster, quicker launch.
    - Digital software is more accessible for working partially or fully from distance.
    - **Digital software is to be used, initially Figma and Lucidchart.**
- Naming the project
    - Hugo suggests "Grey Matter".
    - Is the grey matter or the white matter the good matter?
    - **Who knows, great name tho. Grey matter it is.**

TO DO

- Domain model
    - Asap. Common workshop planned.
- Sketching prel. GUI design
    - Victor and Emil during common workshop
- Plan mockup
    - Common workshop, no one in particular.
- Utilize trello
    - Hugo
- Comprehend Travis
    - Felix
- Write and upload project documentation to Github

- Minutes
    - Aline, after group´s approval of template
- Early RAD
    - Asap, perhaps not before Friday

NEXT MEETING

- Supervision: Friday 12:00
- Common workshop: Wednesday 10:00
- Meeting: Friday 11:00

QUESTIONS TO SUPERVISION