

99ProblemsButCodingAintOne



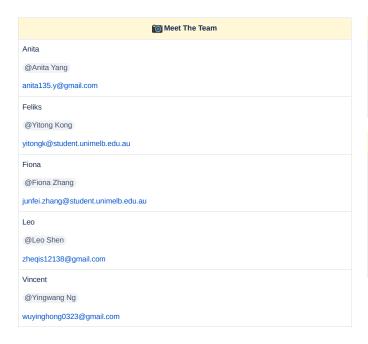
Owned by Fiona Zhang ...
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Welcome to <99ProblemsButCodingAintOne>

Eat bugs for breakfast, turn caffeine into code, and solve 99 problems with 100% code and a wink ;)

Our Mission:

Crafting stunning software solutions that surpass client expectations.



About Us

Welcome to our corner of creativity! We're a group of enthusiastic undergraduates who bonded as friends and united as teammates for our IT project. Together, we're crafting Vis-CAT, a web app that uses game-based testing to identify visual cognition challenges in children. Our collective passion for software development drives our dedication to contribute to this project!

Markspace

This workspace contains all documentations from week 1 to week 12 of the project. Page Tree:

- Agile Ceremonies
- > Sprint Retrospectives

Q Search

- > Processes
- Artefacts
-) Wiki

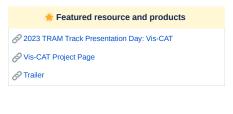
Resources

Restrict search to this space's space key.

Search

🞉 Latest updates Successful completed everything! Good luck with Anita's exams! Good luck with Feliks' & Leo's intern applications! Good luck with Vincent's job applications! Good luck with Fiona's college applications! Get rich, get healthy, get love, Brighter future to us all ~~ ****** ** ** **** ****

Q Where to find us					
Slack: 0	C05JS9AFK25				
⊱ Email: y	vitongk@student.unimelb.edu.au				
WeChat					
We retired	🤤 but left a surprise in our app, can you find it?				



M Page Index

Space Index

0-9 ... 1 F ... 0

A ... 2 G ... 1 B ... 0 H ... 2

C ... 2 I ... 0

D ... 2 J ... 0 E ... 0 K ... 0

0	M 2	N 0	O 0	P 2	Q 0	
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99ProblemsButCodingAintOne Welcome to <99ProblemsButCodingAintOne> Eat bugs for breakfast, turn caffeine into code, and solve 99 problems with 100% code and a wink;) Our Mission: Crafting stunning software solutions that surpass client expectations. Meet The Team Anita Anita Yang		A Agile Ceremonies This directory is a centralised hub that contains the essential aspects of our Agile workflow. Here, we've organised key practices into sult pages for easy reference. Contents: @self Current Trello Board: https://trello.com/b/pExkGuKD/sprint1 Artefacts This directory contains our artefacts throughout the progress, including diagrams and other documents. Contents: @self				
			C Cilent Meeting note This page documents all the meetings with our client Christine. This page documents all the meetings with our client Christine. Meet Minutes Content Client Meeting Minutes 1 Attendees: All members + Client Time: 21/07/2023 Agenda: Description of A Coding Standards This page documents the rules and standards of our code. Folder Structure: vue-app/ — public/ — logo/ — index.html — src/ — assets/ — animals/ — animal cons/ — audio/ — Anita/ — Feliks/ — Fi			
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Posourcos			S Sprint 1			
that you find help	ns all the resources for the project, feel free to ch ful. File A Novel Test for Visual Cognition in Scho ample Design Specifica		design done, all requirements understo Sprint 2 Overview Weeks Sprint 2 (Week 6 - 9): testing phase Achievements All function Sprint 3 Overview Weeks Sprint 3 (Week 9 - 12) Meet sprint goal, still preparing handow Sprint Retrospectives A Sprint Retrospective is performed at to Timeline: Stand-Ups	ish inception phase, finish UI design Spring Status and Milestones: completed UI design, transferred the Sprint Goal Complete functional requirements Sprial requirements have been addressed and implem Sprint Goal Complete non-functional requirement or documentation. Achievements Meeting all non-functional requirements of the sprint Goal Complete non-functional requirements of the sprint of the sprint to do a summary of the sprint oriorities, progress, and problems at the weekly state.	e UI from Figma to VUE Pri nt Status Exceeded goal, began deployment an sented. Also, additional features were s, prepare handover documentation. Sprint Stat unctional requirements, presentat t and discuss prioritised goals. Contents: @self	
				onorities, progress, and problems at the weekly sta d motivational model. Organise confluence worksp		

Team Decision Making

Introduction In this software development setting, making correct and well-informed decisions are pivotal to our progress and ability to deliver satisfiable outcomes to the client. In traditional business decision-making, $\frac{1}{2}$ the task of making decisions pure

note This page documents the communication tool used and explains our communication methods. This page documents the communication tool used and explains our communication methods. Introduction Effective communication is imperative in a software developme

■ Team Structure

UI Design

Sprint 1 (Week 3 - 6) Designs Lobby: 屏幕截图 2023-09-01 151822.png Finish Screen: 屏幕截图 2023-09-01 151838.png Setting: 屏幕截图 2023-09-01 151856.png Account: 屏幕截图 2023-09-01 151902.png Instruction: 屏幕截图 2023-09-01 151915.png Gameplay: 屏幕截图 2023-09-01 151921.png

User Manual for Educators

Table of Contents Introduction Dear Educators, Welcome to the Vis-CAT guide. This manual is designed to help you smoothly guide your students through the test. Please familiarise yourself with the steps below to ensure a successful testing session. Prepar

User Stories

note This page lists the user stories of each main page of the application. This page lists the user stories of each main page of the application. Screen User Story Lobby As a kid, I want to click buttons on the screen so that I can navigate to correspond

Introduction To better meet the needs of the client, we adopted an agile software development team structure. Our team structure and role delegation was carefully planned to take into account the skills and abilities of each team member. This allows us to

Testing

Current Testing Status Currently, we have conducted user tests and gathered feedback (found here). Still in the process of gathering more feedback. Functionality Tests User stories Tests Criteria Pass/Fail As the developers, we want our dot connecting fu

Tool Used

Tool Description Confluence We use Confluence to support out team collaboration. For example managing our knowledge base including product requirement, our design document, UML, etc. And team members can collaborate on documents in real-lime, comment on a

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■ Who/Do/Be/Feel

UX Report

note Objective: This page documents the motivational modelling process. Specifically, it includes the outcome of our group brainstorming process (which are four lists: who/do/be/feet), as well as a motivational model diagram. This will allow us to better

note User experience testing report This page contains the usability testing data, key insights, takeaways, and recommendations for the

application based on user tests. User eXperience testing report This page contains the usability testing data, key insi

■ Why Choose Us

Trailer.MOV Vis-CAT Trailer Vis-CAT, a captivating test platform to detect visual cognition deficits of young learners. Watch Trailer https://drive.google.com/file/d/leqjoRAV6cxLabtd0177MIE47jReo3LUr/view?usp=sharing What we offer: Child-Friendly Dynamic platform of the property of t

■ Wiki

This page contains all the directories to get the team organised. Directories Trello https://hrello.com/w/99problemsbutcodingaintone Slack https://slack-07/18936.slack.com/archives/C05JS9AFK25 Figma https://www.figma.com/file/VZmXVSs6LHKyxDEDfvqF2D/99UI?ty

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4