

# Group Meeting



Owned by [Yingwang Ng](#) ...

Last updated: [Oct 27, 2023](#) by [Fiona Zhang](#) • See how many people viewed this page

This page documents all of our formal group meetings.

Group Meeting Minutes	
Group Meeting Minutes 1	<p>Date and time: 11/08/2023</p> <p>Location: Law school library project room</p> <p>Present: All members</p> <p>Topics: workplace, communication and documentation tool set up</p> <p>Agenda 1: Tools set up:</p> <ul style="list-style-type: none"><li>• Set up sprint 1 task and assign tasks</li><li>• Set up Trello and confluence</li><li>• Set up a figma team for UI design</li></ul> <p>Agenda 2: Brainstorm hard and soft requirements of our project</p> <ul style="list-style-type: none"><li>• how to design the process and figure out the problems we have now</li><li>• Arrange a meeting with client to discuss some details of this project</li></ul> <p>Results from previous week: None</p>
Group Meeting Minutes 2	<p>Date and time:19/08/2023</p> <p>Location: Zoom online meeting room</p> <p>Present: All members</p> <p>Topics: Set up coding environment</p> <p>Agenda 1: Clarify functionalities requirements</p> <p>Agenda 2: Task distribution</p> <ul style="list-style-type: none"><li>• UI/UX Design: Fiona and Vicent</li><li>• Coding: Anita and Leo</li><li>• Backend Data Retrieving: Feliks</li></ul> <p>Agenda 3: Quick share about techniques for React Native</p> <p>Results from previous week:</p> <ul style="list-style-type: none"><li>• Anita:Created motivational model.</li><li>• Fiona:Finished Lobby and Settings of UI in Figma.</li></ul>

	<ul style="list-style-type: none"> <li>• Feliks: Reading paper, implemented game logic in JavaScript.</li> <li>• Vincent: Finished Game page of UI in Figma.</li> <li>• Leo: Setting up coding standards.</li> </ul>
Group Meeting Minutes 3	<p>Location: Melbourne Connect: Room 3201</p> <p>Present: All members</p> <p>Topics: Coding Environment Set Up</p> <p>Agenda 1: Coding Environment</p> <ul style="list-style-type: none"> <li>• Set up Vue framework</li> <li>• Convert Figma into Vue</li> <li>• Fiona gives a brief Vue tutorial</li> </ul> <p>Agenda 2: Task Distributions</p> <ul style="list-style-type: none"> <li>• Fiona: Account page and Data process</li> <li>• Feliks + Leo + Vincent: Playgournd + Start + Transition</li> <li>• Anita: Results Display + Setting</li> </ul> <p>Results from previous week:</p> <ul style="list-style-type: none"> <li>• Anita: Familiarise the VUE framework.</li> <li>• Fiona: Created high-level architecture diagram, set up VUE environment; Finished migrating the Lobby and Settings to VUE, implemented page switch.</li> <li>• Feliks: Realised the dot game, keep adjusting the page size to fit the change of screen. Arrange meeting with client.</li> <li>• Vincent: Realised the dot game. Managing meeting notes.</li> <li>• Leo: Realised the dot game.</li> </ul>
Group Meeting Minutes 4	<p>Date and time: 01/09/2023</p> <p>Location: Melbourne Connect: Room 2102</p> <p>Present: All members</p> <p>Topics: Sprint 1 assessment</p> <p>Agenda 1: Retrospective</p> <ul style="list-style-type: none"> <li>• what we did well, what we did wrong and how to improve it.</li> <li>• Discuss details and changes in design and functionalities</li> </ul> <p>Agenda 2: Refine documentation</p>

	<p>Results from previous week:</p> <ul style="list-style-type: none"> <li>• Anita: Figured out how to do the size change.</li> <li>• Fiona: Realised the QR code functionality and the account page.</li> <li>• Feliks: Managing CSS, make them more general. Organise the code.</li> <li>• Vincent: Debugging the dot game process.</li> <li>• Leo: Debugged many bugs with the dot game process.</li> </ul>
Group Meeting Minutes 5	<p>Date and time: 06/09/2023</p> <p>Location: Law Library: Room 0522</p> <p>Present: All members</p> <p>Topics: Refine our web app implementation</p> <p>Agenda 1: Contact Christine for some clarifications</p> <ul style="list-style-type: none"> <li>• the details of partial mode, is there only one level.</li> <li>• if the test ends after two consecutive wrong answers</li> <li>• are there any more questions we should add</li> </ul> <p>Agenda 2: Setting Changes</p> <ul style="list-style-type: none"> <li>• agreed to delete the options to send results (will send by default) and show results (will not show to child by default).</li> <li>• Can begin implementing voice instructions throughout the app</li> </ul> <p>Agenda 3: Playground Changes</p> <ul style="list-style-type: none"> <li>• agreed to keep this functionality to fairness purposes, specifically child can get used to the style of the test before attempting real questions</li> <li>• Will not display any patterns for the child to practice, instead will only display a simple grid, undo button, and home button for the child to freely draw with.</li> </ul> <p>Agenda 4: Account Page Changes</p> <ul style="list-style-type: none"> <li>• assume teacher will ensure the children will click on correct names</li> <li>• refactor page so that QR code scanning camera is square and is located on one set side of the screen</li> <li>• Pop up window (i.e., error handling) for incorrect QR code</li> </ul>

	<p>Agenda 5: Delegation</p> <ul style="list-style-type: none"> <li>• Feliks: add intermediate page, update instruction size and make it scalable and auto-loaded.</li> <li>• Fiona: send results to the backend, voice instructions, fix details of account page</li> <li>• Vincent: Refactor UI of game pages, game instructions GIF</li> <li>• Anita: voice instructions</li> <li>• Leo: Refactor UI of game pages, game instructions GIF</li> </ul> <p>Results from previous week:</p> <ul style="list-style-type: none"> <li>• Anita: Documentation.</li> <li>• Fiona: Fixing details of the already implemented pages. Preparing sprint retrospective review. Documentation.</li> <li>• Feliks: Working on CSS: all pages fit all screens, added global CSS; button switch; merge checker logic; figured out how to open scanner on touchscreen by converting http link to https link.</li> <li>• Vincent: Refined layout of the game page.</li> <li>• Leo: Setting page global variables with selected buttons. Implemented partial mode.</li> </ul>
Group Meeting Minutes 6	<p>Date and time: 15/09/2023</p> <p>Location: Room Melbourne Connect Room 4201</p> <p>Present: All members</p> <p>Topics: Job delegations</p> <p>Agenda 1: workload distribution</p> <ul style="list-style-type: none"> <li>• Anita: Stop the voice if click on another button; Fix settings page; Update Trello</li> <li>• Fiona: Improvement on confluence addressing comments from assessment 1; Fix account page, 'select'</li> <li>• Vincent: Update User story, error handling</li> <li>• Leo: Instruction page</li> <li>• Feliks: Playground decoration; Make sure app can function on touchscreen app, banning mobile phone access</li> <li>• All: Record Voice</li> </ul> <p>Results from previous week:</p> <ul style="list-style-type: none"> <li>• Anita: Add google voice service as voice instruction into the game</li> <li>• Fiona: Implemented an simple backend for testing our data transmission functionality; Refine</li> </ul>

	<p>the scanning functionality and layout.</p> <ul style="list-style-type: none"> <li>• Feliks: Working on CSS: Change the instruction pattern from picture into pattern combined with dots and line; Add intermediate page between levels</li> <li>• Vincent: Record the instruction and put it before each level; Refine visual effect</li> <li>• Leo: Add a instruction window before each level</li> </ul>
roup Meeting Minutes 7	<p>Date and time: 02/10/2023</p> <p>Location: tutorial room</p> <p>Present: Feliks, Anita, Leo, Vincent</p> <p>Topics:</p> <p>Agenda1: what to do next:</p> <ul style="list-style-type: none"> <li>• 5 person per group member to test</li> <li>• record sounds</li> <li>• instruction gif recorded</li> <li>• refine playground</li> <li>• fix bugs (see client meeting note)</li> <li>• Communicate with backend group to send time taken</li> </ul> <p>Results from previous week:</p> <ul style="list-style-type: none"> <li>• Anita: Implement mute functionality for all pages</li> <li>• Fiona:</li> <li>• Feliks: changed visual design and refine text based on the feedback from client during last meeting</li> <li>• Vincent: reorganize documentation and keep them up to date</li> <li>• Leo: fixed bugs in play screen that pattern will incorrectly located as the size of screen changes</li> </ul>
Group Meeting Minutes 8	<p>Date and time: 09/10/2023</p> <p>Location: tutorial room</p> <p>Present: All members</p> <p>Topic:</p> <p>Agenda1: Bug Fixing</p>

	<ul style="list-style-type: none"> <li>• Error messages occur when opening the app using safari on Mac and all browsers on iPad.</li> <li>• Slow loading when using Heroku for deployment</li> </ul> <p>Results from previous week:</p> <ul style="list-style-type: none"> <li>• Anita: fixed mute button functionality</li> <li>• Fiona: <ul style="list-style-type: none"> <li>◦ Create test form and carry out test</li> <li>◦ Create local database and backend for the app</li> </ul> </li> <li>• Feliks: put updated instruction gif in each page</li> <li>• Vincent: re-record instruction animation</li> <li>• Leo: fix timer and resize functionality in the playground</li> </ul>
Group Meeting Minutes 9	<p>Date and time: 13/10/2023</p> <p>Location: Melbourne Connect 3210</p> <p>Present: All members</p> <p>Topic:</p> <p>Agenda1: Presentation</p> <ul style="list-style-type: none"> <li>• Presentation sections distribution</li> </ul> <p>Results:</p>
Group Meeting Minutes 10	<p>Date and time: 15/10/2023</p> <p>Location: Melbourne Connect meeting room</p> <p>Present: All members</p> <p>Topic:</p> <p>Agenda: Presentation</p> <ul style="list-style-type: none"> <li>• Go through content and sildes of presentation</li> <li>• Practice presentation</li> </ul> <p>Results from past few days:</p> <ul style="list-style-type: none"> <li>• Cleaned up the code and fix some small bugs.</li> </ul>
Group Meeting Minutes 11	<p>Date and time: 18/10/2023</p> <p>Location: Melbourne Connect meeting room</p> <p>Present: All members</p>

Topic:

Agenda 1: Documentation

- assign tasks to members

Agenda 2: fix minor bugs

- account scan functionality

Agenda 3: Report

- Split report task

Results from past few days:

- Finished security report
- Deploy web on AWS amplify and enable CI/CD