



# 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.*

### Meet The Team

Anita

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### 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!

### This Workspace

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

- › [Agile Ceremonies](#)
- › [Sprint Retrospectives](#)
- › [Processes](#)
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### Resources

Restrict search to this space's space key.

### 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 --



### Where to find us

Slack: [C05JS9AFK25](#)

Email: [yitongk@student.unimelb.edu.au](mailto:yitongk@student.unimelb.edu.au)

WeChat

We retired 🤔 but left a surprise in our app, can you find it?

### Featured resource and products

[2023 TRAM Track Presentation Day: Vis-CAT](#)

[Vis-CAT Project Page](#)

[Trailer](#)

### Page Index

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<b>0-9</b>  <b>99ProblemsButCodingAintOne</b> 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			<b>A</b>  <b>Agile Ceremonies</b> This directory is a centralised hub that contains the essential aspects of our Agile workflow. Here, we've organised key practices into sub-pages for easy reference. Contents: @self Current Trello Board: <a href="https://trello.com/b/pExkGuKD/sprint1">https://trello.com/b/pExkGuKD/sprint1</a>		
<b>B</b>			 <b>Artefacts</b> This directory contains our artefacts throughout the progress, including diagrams and other documents. Contents: @self		
<b>D</b>  <b>Deployment</b> note This document contains information on all the deployed versions and future deployment plans. This document contains information on all the deployed versions and future deployment plans. Deployment Information Website URL: <a href="https://deploy.d3ltskl8ryle">https://deploy.d3ltskl8ryle</a>			<b>C</b>  <b>Client Meeting</b> note This page documents all the meetings with our client Christine. This page documents all the meetings with our client Christine. Meeting Minutes Content Client Meeting Minutes 1 Attendees: All members + Client Time: 21/07/2023 Agenda: Description of A		
 <b>Documentation Version Table</b> note This page lists the history of all updates on this confluence workspace. This page lists the history of all updates on this confluence workspace. Version Naming Convention: Page No.Major Change.Minor Change <a href="https://flonazhang.atlassian.net/wiki/space">https://flonazhang.atlassian.net/wiki/space</a>			 <b>Coding Standards</b> This page documents the rules and standards of our code. Folder Structure: vue-app/   ├── public/   ├── logo/   ├── index.html   ├── src/   ├── assets/     ├── animals/       ├── animal icons/       ├── audio/         ├── Anita/         ├── Feliks/         ├── Fi		
<b>F</b>			<b>E</b>		
<b>H</b>  <b>Handover</b> This directory contains necessary documents for the stakeholders of our product. Contents: @self			<b>G</b>  <b>Group Meeting</b> note This page documents all of our formal group meetings. This page documents all of our formal group meetings. Group Meeting Minutes Group Meeting Minutes 1 Date and time: 11/08/2023 Location: Law school library project room Present: All members Topics:		
 <b>High-Level Architecture</b> High-Level.drawio (3).png Layer Components Function Development Tools Responsible VUE App User Interface Login: schools login to their accounts. Test: presents visual cognition tasks. Results: summary of test results before sending them to the server (can			<b>I</b>		
<b>J</b>			<b>K</b>		
<b>L</b>			<b>M</b>  <b>Maintenance</b> Introduction Artefact maintenance is a crucial aspect of our product development. By properly maintaining artefacts, it ensures that our team can collaborate, resolve issues, and knowledge share more effectively. This document outlines the guidelines and		
<b>N</b>			 <b>Marketing Materials</b> note This page contains the post-launch marketing materials for the product. This page contains the post-launch marketing materials for the product. Material Purpose Resource Final Presentation Slide This pitching slide contains information on the develop		
<b>P</b>  <b>Processes</b> This directory contains the documents related to our communication and progress. Contents: @self			<b>O</b>		
 <b>Product requirements</b> note This page clarifies all the functional (including optional ones) and non-functional requirements and linking them to the user stories. This page clarifies all the functional (including optional ones) and non-functional requirements and linking them t			<b>Q</b>		
<b>R</b>  <b>Resources</b> This Page contains all the resources for the project, feel free to chuck in YouTube videos or other resources that you find helpful. File A Novel Test for Visual Cognition in School Children (research paper) Workshop Slides Week 2: Sample Design Specifica			<b>S</b>  <b>Sprint 1</b> Weeks: week 3 - week 6 Sprint Goal: finish inception phase, finish UI design Spring Status: exceed our goal, started coding Achievements: UI design done, all requirements understood Milestones: completed UI design, transferred the UI from Figma to VUE Pri		
<b>T</b>  <b>Team Decision Making</b> 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, the task of making decisions pure			 <b>Sprint 2</b> Overview Weeks Sprint 2 (Week 6 - 9) Sprint Goal Complete functional requirements Sprint Status Exceeded goal, began deployment and testing phase Achievements All functional requirements have been addressed and implemented. Also, additional features were		
 <b>Team Internal Communication</b> 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			 <b>Sprint 3</b> Overview Weeks Sprint 3 (Week 9 - 12) Sprint Goal Complete non-functional requirements, prepare handover documentation. Sprint Status Meet sprint goal, still preparing handover documentation. Achievements Meeting all non-functional requirements, presentat		
 <b>Team Structure</b>			 <b>Sprint Retrospectives</b> A Sprint Retrospective is performed at the end of each sprint to do a summary of the sprint and discuss prioritised goals. Contents: @self Timeline:		
			 <b>Stand-Ups</b> All team members should provide their priorities, progress, and problems at the weekly stand-ups. Sprint 1 Monday, Week 4 Name Progress Priorities Problems 1 Anita Yang Created motivational model. Organise confluence workspace. Organisation of conflu		
			<b>U</b>  <b>UI Design</b> 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		
			 <b>User Manual for Educators</b> 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		
			 <b>User Stories</b> 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-time, comment on a

V

X

Z

**UX Report**

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

**W**

**Who/Do/Be/Feel**

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/feel), as well as a motivational model diagram. This will allow us to better

**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/1eqjoRAV6cxLabtd0177MIE47jReo3LUr/view?usp=sharing> What we offer: Child-Friendly Dynamic

**Wiki**

This page contains all the directories to get the team organised. Directories Trello <https://trello.com/w/99problemsbutcodingaintone> Slack <https://slack-07f8936.slack.com/archives/C05JS9AFK25> Figma <https://www.figma.com/file/VZmXVSs6LHKyxDEDlvqF2D/99UI?ty>

Y

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