Agenda Template

**Agenda Week 6 Meeting**

Location: Drebbelweg PC-hall 2

Datum: 21.03.2023

Time: 13:45 – 14:30

Attendees: Alexandru Fazakas, Antonio Lupu, Daniel Rachev, Konstantin Kamenov,

Una Jacimovic, Rūta Giedrytė

Chair: Rūta Giedrytė

Minute-taker: Alexandru Fazakas

Main topic: Proggress evaluation and upcoming plans

**Agenda-items**

13:45 **Opening by chair**

13:45 – 13:47 **Check-in –** How is everyone doing?

13:47 – 13:48 **Approval of the agenda -** Does anyone have any additions to the agenda?

13:48 – 13:49 **Approval minutes -** Did everyone read the minutes from the previous meeting?

13:49 – 13:55 **Accumulated questions for the TA** – clarifying the concept of oral examination + registration. Asking for tips on splitting front- and backend, about non-existing servers. Additional questions can also be raised.

IDK, last year it was scheduled – 15 mins talk with the professor (no registration last year)

We can have main frontend and backend but make sure everyone has some experince with both

We have to test frontend too

13:55 – 14:05 **Individual updates by team members** *(inform)* – a check how members are doing with their tasks (multiboard/testing). Presenting potential issues or overlaps, regaining an overall view of the team’s progress.

Ruta is good

Una is good

Antonio is good

Konstantin is good

Daniel is good

Sandi is good

We need to do tests

We finished multiboard

14:05 - 14:10 **Optimizing the teamwork** *(discuss/decision making)* – if issues were raised, they are discussed and solved or the team makes plans when to do it. Otherwise, next steps in the backlog can be shortly examined.

14:10 - 14:20 **Discussing heuristic evaluation task** *(brainstorm/discuss)* – looking into the heuristic evaluation task, examining the requirements, planning action items, assigning responsibilities.

We need to find a team to test our app (we are going to send our bearbones app)

Casper will find a team for us

We need to give them some guildines on what to look for

We need to read up on the heuristic evaluation task

Backlog card part decisions

We need to implement web sockets (the server will communicate whenever something is updated to call the refresh method)

We need to figure out testing ctrls

Make a scene for opened cards and repurpose the editCardCtrl

Start with heuristic evaluation tasks

Then discuss tasks

Do rubric technology

14:20 – 14:22 **Summary** **action points** – Who, what, when?

14:22 – 14:24 **Feedback round –** What went well and what can be improved next time?

14:24 – 14:27  **Question round –** Does anyone have anything to add before the meeting closes?

14:27 – 14:30  **Demo time –** Show to the TA the work we have done so far

14:30 **Closure**