Date: Feb 4th

Standup Name: Initial Meeting

In Attendance: Angelo Thind, Boris Cheung, Adam O'Neil, Finlay Fordham, Lorenzo Meixeira, Callum Ward, Jacob McAllister

Details and Discussions:

We had a long discussion about possible ways to tackle the topic of sustainability. We collectively looked at the specifications. We arrived at the idea of a card-based sustainability game with location-based aspects inspired by Pokémon gyms, but we would call them recycling gym. Gyms will need to be fought for in some aspect, and winning these gyms will get you packs which give you more cards. We started the kanban board on Trello and made a shared google document so we could outline the basic ideas of the project which helped us decompose the project. By the end of the meeting we decided that we would each go back and individually think about how to flesh out the game.

Date: Feb 7th

Standup Name: Designing Solution

In Attendance: Angelo Thind, Boris Cheung, Adam O'Neil, Finlay Fordham, Lorenzo Meixeira, Callum Ward, Jacob McAllister

Details and Discussions:

Fleshing out the basic mechanics of the game, added inclusion of card types and pack types with different abilities. Idea of teams was introduced: Reduce, Reuse and Recycle. Each of these teams have to battle Team Fossil Fuel to take ownership of the gyms. This feature will reset every 24 hours. Each card will have a fact about sustainability to further theme the game. Some of us started designing the look of our website on Figma, which was shared in a Figma team project.

Date: Feb 10th

Standup Name: Decomposition meeting

In Attendance: Angelo Thind, Boris Cheung, Adam O'Neil, Finlay Fordham, Lorenzo Meixeira, Callum Ward, Jacob McAllister

Details and Discussions:

The structure of the actual program was also discussed. In particular, classes, database tables, and security and account set up. A document on class and database implementation was created. We also shared the progress on our designs on Figma. At this point, a GitHub repository was appropriately where three approvals were needed for each pull request. Moreover, the main branch was initialized.

Date: Feb 11th

Standup Name: Distributing Tasks

In Attendance: Angelo Thind, Boris Cheung, Adam O'Neil, Finlay Fordham, Lorenzo Meixeira, Callum Ward, Jacob McAllister

Details and Discussions:

Since decomposition of the application component tasks were assigned. We have not started branching of the main branch yet since this is still currently the design phase. An issue we ran into was a team project on Figma could only have three design boards in the free tier. We just decided that some of us could finish the designs individually and show us in person in the next meetings.

Date: Feb 13th

Standup Name: Getting More Done

In Attendance: Angelo Thind, Boris Cheung, Adam O'Neil, Finlay Fordham, Lorenzo Meixeira, Callum Ward, Jacob McAllister

Details and Discussions:

The meeting began with slight issues with branching but that was sorted out quickly. Additionally, we started setting up and correcting file structures. By the end of the meeting, each component had its own branch. We worked on components in pairs or individually, these allocations were logged on Trello.

Date: Feb 15th

Standup Name: Quick Catchup

In Attendance: Angelo Thind, Boris Cheung, Adam O'Neil, Finlay Fordham, Lorenzo Meixeira, Callum Ward, Jacob McAllister

Details and Discussions:

This was a very brief meeting on the progress of each component, how much more work would need to be done and if there was enough time for other functionality. Some people hopped onto other components to help speed up the completion of more complex tasks.

Date: Feb 17th

Standup Name: Post-TA Meetup

In Attendance: Angelo Thind, Boris Cheung, Adam O'Neil, Finlay Fordham, Lorenzo Meixeira, Callum Ward, Jacob McAllister

Details and Discussions:

After meeting with the TA, they gave us valuable insights and we took them into consideration. We altered the Trello board slightly and sorted out dependencies. We also made sure everyone was on the same page and knew how we were moving forward.

Date: Feb 18th

Standup Name: Moving forward

In Attendance: Angelo Thind, Boris Cheung, Adam O'Neil, Finlay Fordham, Lorenzo Meixeira, Callum Ward, Jacob McAllister

Details and Discussions:

This meeting focused on catching up on what the game looks like as a whole and looking at the progress made in terms of battles and game mechanics. We also began looking at what documentation would be needed as well as looking to begin the presentation.

Date: Feb 20th

Standup Name: Brief catchup

In Attendance: Angelo Thind, Boris Cheung, Adam O'Neil, Finlay Fordham, Lorenzo Meixeira, Callum Ward, Jacob McAllister

Details and Discussions:

Looking to finalize components and features. Looking to finalize what the application looks like at the end of sprint 1. Catching everyone up on each other's progress. Assigning what seems to be the last set of tasks before the app.

Date: Feb 22th

Standup Name: Catch up

In Attendance: Angelo Thind, Boris Cheung, Adam O'Neil, Finlay Fordham, Lorenzo Meixeira, Callum Ward, Jacob McAllister

Details and Discussions:

We looked at the specifications as a group and analyzed what documents were needed for submission. We assigned specific aspects of documents to specific people so that it would be close to completion come next meeting.

Date: Feb 24th

Standup Name: Finalizing Sprint 1

In Attendance: Angelo Thind, Boris Cheung, Adam O'Neil, Finlay Fordham, Lorenzo Meixeira, Callum Ward, Jacob McAllister

Details and Discussions:

We completed and reviewed all the documents required for the first sprint submission. We also cleaned up our GitHub file structure to separate the code base from the documents and images.