

Ecomon group meeting notes

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Sprint 1

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.

Sprint 2

Date: Sat 1st March

Duration: 13:00 – 14:30

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

- Reflected on our presentation and how we could have improved in time, and content.
 - Make images bigger
 - Talk through how code works during demo rather than before
 - Ensure demo gets finished
- Brainstormed some new embedded sustainability ideas, such as recycle team give recycle cards a boost, reduce team gets a reduced amount of damage in battles and reuse team have the cards deteriorate slightly slower.
- Initial kanban assignments for sprint 2

Date: Mon 3rd March

Duration: 15:00 – 15:30

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

- Client meeting to discuss the next steps with the project followed by a group meeting to specify all necessary tasks and finalise allocation.
 - Think more as a sales pitch as to why we should get a first - PTA
- After reflection meeting ensuring our documentation is adequate in length but not jargon, planning in advance what we need to focus on. Creating more detailed meeting notes.
- Note to increase length of pull request descriptions.
- Assigned people and time frames for key features of sprint 2

- Achievements, profile page polishing, use count, changing home page from ajax to jinja

Date: Wed 5th March

Duration: 13:00 – 14:00

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

- Merging in all branches worked over the last few days, ensuring that we don’t overwrite any of each other's key data
- Noticed some incorrect merges that need to be modified
- Fixing bugs in the scanner verification and profile page
- Assigned testing cards on the Trello and mobilisation tasks

Date: Fri 7th March

Duration: 11:00 – 12:00

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

- Went over what each member achieved:
 - Coin flip implemented
 - Leaderboard fully implemented with additional stats from profile
- Noticed bugs in use count and deck cards not returning after a gym is taken over
- Made a more thorough testing plan for implemented pages.
- Suggested design improvements to leaderboard and battle coin flip.

Date: Mon 10th March

Duration: 15:00 – 15:30

In Attendance: Angelo Thind, Boris Cheung, Adam O’Neil, Finlay Fordham, Lorenzo Meixeira, (members out to flu)

- Reflected on feedback from PTA client meeting
- Updated the kanban with new specifics
- Planned standups for the week commencing when all team members could return

Date: Tue 11th March

Duration: 13:00 – 13:30

In Attendance: Angelo Thind, Adam O’Neil, Finlay Fordham, Lorenzo Meixeira, Callum Ward, (members out to flu)

- Assigning tasks for final week of coding
- Communicated via Whatsapp to missing members not able to meet in person
- Setting due dates for tasks that haven’t been achieved quickly enough.

Date: Thu 13th March

Duration: 14:00 – 15:45

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

- Pulling each branch worked on over the last few days into main ensuring that there are no errors
- Evaluated all mobilised pages to ensure they fit the same theme and work effectively.
- Discussed whether additional features would be useful at this point in the sprint or focus on finalisation then deployment and write up.
- Assigned who is writing different parts of the documentation, and due dates over the next two weeks.

Date: Sat 15th March (Teams standup)

Duration 17:00 – 17:40

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

- Made sure what final features needed to be finalised before mondays PTA meeting and who was doing what part of the write up and poster.

- Evaluated our sprint 1 poster and decided what we should change.
- Started writing up and modifying the write up to include sprint 2.

Date: Mon 17th March

Duration: 15:00 – 15:45

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

- Going over final PTA meetup
 - Make sure we have poster made and printed before presentation
 - Ensure documentation continued
 - Expand on process document
 - Code should be done so on target
- Changing document write up from being additional about sprint 2 to integrated within the document so it stays all as one.
- Pulled in all required branches that were still left.
- Told each person to “try and break” their section of code to find any additional bugs that may have slipped through tests. Additional code to fix anything must be done by Wednesday with write up started so we can have a writing session then.

Date: Wed 19th March

Duration: 12:00 – 12:50

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

- Pulled all final branches and code fixes – checking the new location icons
- Start deployment online
- Everyone started writing up individual sections on documentation.

Date Fri 21st Match

Duration 11:30 – 15:00

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

- Realised we weren't fully GDPR compliant and had to modify the work before deployment to ensure accounts could be:
 - Deleted properly
 - Change email and password
 - No other data stored
- Found errors in implementation that doesn't increase battles won correctly debugged.
- Phone view of battles not working properly fixing to put final phone view on poster
- Deployment done checking that everything works accordingly
- Wrote up the User Documentation describing how everything should work
- Checked process documents completely written.
- Printed out posters and changed information to look better
- Finalised Sprint 1+2 write up

Date Sun 23rd March

Duration 15:30 – 16:30

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

- Practiced our demonstration to ensure that timing under 15 minutes is achievable while getting all our key information.
- Submitted all process documents