## COMP9321: Assignment 2 Meeting Two

**Is the group maintaining an effective communication channel for group work? (e.g., messaging, code repository)**

* Slack for communications.
  + Used for allocation of tasks
  + Keeping members up to date with what’s going on
* Github is used to maintain code, code activity throughout the week by different members.
  + <https://github.com/JerryyZhu/analytics-teamwork>
* Team meetings (either online or in-person) have occurred amongst some members where any systems integration work is required

**Is the group tracking the roles and tasks necessary for the group work? (i.e. is everybody fulfilling their tasks on time, and is there a mechanism in place to resolve problems?)**

* Everyone has made progress on their allocated tasks. Our current progress is within our agreed-to time-frame from last week, where considerations of our expected progress were made with realistic understandings in our ability to commit time towards this project whilst managing other course workloads as well.
* We are about half-way through everything, excluding authentication (as we were not previously anticipating doing it). To resolve this issue, we are planning to divide some attention from machine learning to do basic authentication.
* Mechanism for raising problems is to raise it openly over Slack, if not in person.

**Is the implementation progressing towards the planned scenario? Does the group present a plan illustrating what has been done and what they are still working on? (e.g., in a Gant chart or even in a table showing the percentage of tasks.)**

|  |  |  |
| --- | --- | --- |
| **Task** | **% Done** | **Comments** |
| Develop ML model  (Jerry, Hazel) | 60 | Model is currently able to generate board game suggestions based on past review information. As it is currently a user based model, we are looking at ways to keep it up to date and have it also be based on item based content. Steps are needed to evaluate model performance and extensions.  We will still be working on improvements in accuracy, modifying hyperparameters such as learning rate, weight decay, and increasing the number of weights for each user/game. |
| Client user interface  (Niriksha) | 60 | Some of the initial screens have been developed and are ready to interact with the server data API. This can be done from Week 9, Thursday. |
| Server REST API  (Samer, Victor) | 60 | Parts of the data API are now ready to be used by the client user interface as of resolving a Flask issue during Week 9, Wednesday. The GET functionality is mostly implemented and current work is focused on adding additional POST and PUT functionality. |
| Data access and storage  (Victor, Samer) | 60 | Core GET functionality for all three csv files and API metadata tracking is available. Logic has been implemented to filter and correctly map data-frames to the required json responses. For performance improvements (and to potentially simplify POST and PUT operations) we are currently working on migrating everything to a sqlite database. |
| Authentication  (Jerry) | 0 | Prior to the release of the final marking guidelines in Week 9, we were not planning to include this feature. We will be looking to use the material from the Week 10 tutorial as the basis for our basic authentication functionality, and divide our attention between machine learning and authentication. |
| Systems integration  (Everyone) | 20 | Some systems integration is already underway between the data access and storage, server REST API, and ML model results. We will be looking to begin integration with the client interface shortly. |

The implementation is moving towards the planned scenario. In addition, the scope from the planned scenario has also somewhat increased.

Notes: (refer to above for all the answers)

‐ Each student separately should talk about their roles and how they have made progress

‐ Present your communication channel (Should be only in English)

‐ Present your code repository