Meeting summary 2017-03-22

Project in computer science, 1DV508

Topics

Team organization

- A fixed time for the weekly meetings was proposed, as otherwise a lot of time and effort will be spent each week trying to find a time that works for everyone. For now, it was decided that the meetings will be held on Wednesdays at 13:00.

- The location of the meetings was also discussed and it was decided that after a meeting, a group room should be booked for the next meeting as soon as possible, to make sure there is room available.

- Since we need to have time to review and give feedback on each other's work, an informal deadline of Friday each week was suggested for each team member's tasks. By the deadline, the work done for the week should be have been submitted to GitHub so that everyone can get access to it.

Documentation

It was decided that the following documentation should be made:

- A Project Plan which should include the project's milestones, a description of the development process and a brief summary of the work involved in each development phase (analysis, design, implementation, testing). Since this has not been decided yet, the project plan should be updated during the course of the project.

- A list of the function requirements described in the Project Specification pdf on the MyMoodle course page.

- Use case specifications for the identified use cases:
  - Add a timeline
  - Add an event to a timeline
  - Edit an event on a timeline
  - Delete an event on a timeline
  - Delete a timeline
  - Save a timeline
  - Load (Open) a timeline

Work Process

- It was proposed that every member of the team create his own branch in the GitHub repository and work on that branch for the week. After the team has reviewed each other's work at the end of the week, it shall be merged into the master branch.

Product specifications

- It was decided that we should initially aim for a bare-bones timeline manager that only does what is minimally required and instead focus on making it high quality. Additional features should be added later if we feel that we have time for it. This is to minimize the risk that we underestimate the amount of work required.

- A few ideas for making the timeline manager specific to certain events, like work tasks for a development project, was brought up but it was decided that for now we will keep the program flexible by allowing only general events.

- It was decided that a design mock-up should be made visualizing how the product shall look and behave, used to make sure that all members of the team have the same vision for the project.

- It was decided that each timeline should be saved and loaded separately, that is one file for each timeline, and that the user should be able to switch between them using a drop-down menu.

Tools

- Choice of IDE was brought up and it was decided that all team members should use Eclipse. The reason that we want all team members to use the same IDE is to avoid problems when committing changes to the code to the repository on GitHub.

- It was decided that Java FX should be used to implement the user interface of the timeline manager, and that the Java FX Scene Builder should be used to create the layout.

Individual tasks week 1

Name	Task
Daniel	Create UI mock-up, write meeting summary
Jesper	Write use case specifications for use cases related to events
Mustafa	Make requirements list
Oskar	-
Tomas	-
Vikrant	Write use case specifications for use cases related to the timeline
Zacky	Write initial draft of the Project Plan containing project milestones, development process description and a brief summary of planning for analysis phase.