

Meeting #2 – 02 February 2019

- Presence : everyone
- Cake rule : if everyone is ready to start and you are late you bring something to eat next time
- ReadMe is done
- Agreed on the equally team contribution
- **Scrum**
 - Makes development easier
 - Scrum master = leader of the group who divides the task
 - Hopefully is going to make development easier
 - We will abuse the template
- **Git**
 - Branches and merge requests
 - Branching = creating local difference which you can push and eventually accept
- **Maven**
 - management system for projects / project builder
 - makes things easier by downloading libraries
- We have chosen to use Gradle
- Packages : Server, Client, Shared
- Database options : not decided yet
- Password hash can get bonuses
- Never push to the Master branch
- Create agenda for next week + agenda notes
- **User story** : describe need from users , divided into tasks, each one has a responsible member and someone assigned to it
- Every sprint plan is made weekly
- Security is up to us

IDEAS ABOUT GAME:

- We saw 3 options on how the GUI can look
- “Rings” designs for showing users’ score
- Main ring and when you click it 4 rings appear (each one showing the score of each category)
- User can create an eco friendly event and share with other users who can participate
- Suggest user what his/her friends did in order to get points
- “You are x points close to completing your goal / to beat the leader”
- Daily milestones (5,10,20,50,100 days) and get badges (example : Leaf -> Flower -> Bonsai -> Tree -> Mountain)
- At the beginning of the app you can choose your objective/goal : Easy, Medium, Hard
- Quiz at the beginning of the app with questions (ranked 1->5)
- Based on the answer from quiz, create score for each category => follow progress
- 4 categories (each is 25% of total score) : Food, Transportation, Energy, Habits
- Each category should have 4-5 features + 2 bonuses
- General Achievements which can boost your score : became vegan, bought electric car, change energy provider
- General random bonuses to encourage user and boost their score (example : run in the morning for 2X more points than usually)
- Julius created a new branch, deleted everything related to Maven, added Gradle configuration, separated Client and Server side, created a shared library which both can access

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- Next meeting : Thursday 15:45
- Jahson, Kamron, Vlad are going to look for the GUI in JavaFX
- Paul, Pablo are going to start designing the tables and start creating
- At least 3 people need to approve the merge request