

# Mahlzeit Team Activity

4 September 2020

## Team Building Activity

### *Activity Summary*

Our group hopped on a zoom call and went through the “Where From” and “Photos” activities. Some of us decided to show photos while the others decided to share where they were from. We took about 45 minutes out of our meeting to go one by one and share some exciting pictures and interesting facts. From one of our team members getting married later this year, to learning about the diverse backgrounds of each other, we had the chance to share information that we wouldn't have known without doing these activities. Even though our group has known each other for the last two and a half years it was interesting to get to know the team better on a deeper level.

*Who already has background knowledge in Software Design? What is your general SE background? Do you have any common interests: gaming, hiking, biking, cooking, etc? If so that might help you have something to talk about besides just course things.*

As a group we have all been taking our software engineering classes together. From the early stages of CSE and SER to our latest software design class SER216. All of us have a strong background in java with a good amount of experience in C and C++. Some of us have an even more broader experience outside of that, for example internships at intel, a local legal software startup, and android app development. We are all excited to work on this project together with all of us having common interests in video games and creating our own with our capabilities gained through our time here at Arizona State.

## Team Setup

1. Was everyone prepared for this meeting? If not, who wasn't and why?

Largely yes. Everyone had submitted their personal takes on the requirements and completed their assigned portions of this report.

There were a few team members (Nick, D'Vonye) who had last minute schedule conflicts and couldn't come. Nick was able to give a heads up, D'Vonye didn't.

2. Is there a time where all of you can meet? Make a schedule. It will make your life much easier if you can. Divide and conquer does not work that well in this class. Even if you need to do that, then discussing your decisions as a team is invaluable.

Short Meeting on Monday's at 4:30pm and a longer meeting on Friday's at 4pm.

3. Think about a little agreement with each other. What timelines do you want to set yourself, how long before a due date should things get done so they can still be reviewed, what are your expectations from each other about communication, getting things done etc.

Designated turn in person (Joseph Hale): Report in on Discord via screenshot

Friday before assign out all the tasks. Monday report in, Finalize on next Friday

4. Talk about your strength and weaknesses (be honest), eg. are you a good organizer, do you tend to procrastinate. Use this knowledge to form a plan for how you can best work together and build on your cumulative strength. Help each other!

*Joseph* - Very organized, starts projects early, open to feedback. Sends lots of updates/reminders so can come across as nagging/annoying.

*Ethan* - Mad nocturnal so will most often be working late and won't be responsive much in mornings/early afternoons. Task orientated and succeeds well with checklist approaches to projects. Will serve as a late submission buffer should we need extra time. Excels at spur of the moment decision making & problem solving so will be able to handle "emergency" pop ups.

*Rithvik* - Starts projects early and tries to get them done beforehand. Also plans well for future tasks and gives the rest of the group members a path to follow to get assignments done. Struggles with prioritizing work.

*Jacob* - Works very well when given an individual task that he can take ownership of. Happy to collaborate closer to the end of a project as we bring all the separate parts together. May start working on assignments later in the assignment period.

*Nick* - Enthusiastic to learn, works hard once he understands a topic. Needs some extra help understanding how to get started on projects/assignments.

*D'Vonye* - Can also wait until closer to the deadline to get things done, but is generally thorough and reliable with what is asked of him.

5. Do you want to appoint a "team leader" who will set up appointments and lead the meetings? Might be a good idea.

Joseph Hale

6. Do you want to use Dropbox, GoogleDrive etc. to exchange material and work together?

Google Drive

7. Do you want to set up a Trello board (or another task board)? If so (and I advise you to do something like that) set up the Trello board, consider creating a separate private channel which is linked to Trello and gives you updates on Tasks (we do the same with the teaching team for this course).

We will use GitHub Projects

## Requirements List

Video Link: <https://www.youtube.com/watch?v=aq91JRTXMY0>

## Team Summary

- Mobile (online) Platform where people can enter different "athletic" challenges (to stay active)
- 3 main user types (Admin, Organizer, Participant)
  - Organizers - They register for system and create activities w/ date and range (they pay to host event)
    - Registration Requirements
      - Name
      - Payment method (Credit Card or invoice)
      - Company name
      - Contact info
      - Only one login for each organizer
      - Setup an account
    - Challenge
      - Can have multiple activities/obstacles attached to it
      - Event will be locked (i.e. can't be canceled) as soon as you publish the activity
      - Activity will have some goal and timeframe within which that goal must be met (flexible)
      - All challenges are public (anyone can join).
      - Some swag item given to every participant that completes the challenge.

- Can decide how expensive the challenge will be
  - After a challenge finishes, the organizers receive a list of who deserves which medal for their activity -> send rewards.
- Participants - The people who pay to enter the activities
  - They can get notifications for events
  - Earn Prizes for their accomplishments
  - Can be team based (can join a team)
    - The team will be signed up for the challenge.
    - Everyone on that team will then start at the same time.
    - Awards will still be individual
    - Individual can see how the rest of team is doing
    - Teams do not persist beyond the challenge they are registered for
    - Teams may be comprised of multiple random individual entries or a pre-registered group whom all paid together
  - Can see a list of challenges
  - Can sign up to as many events as they want (but have to pay for each one)
  - Each accomplishment (e.g. 5k run time) can only count towards one event.
  - Once they start the challenge they cannot back out/cancel their participation.
  - Have to input data as proof of completeness
    - Activities completed + time of completion (e.g. 50 pushups in 2 minutes, 5k in 26 mins)
    - Date / Time of completion
    - Location of completion
    - \*Honor System for submissions\*
- Admin will enforce honesty to organizers
  - Banning organizers will be done outside of the system
  - Outside strike system
- No real platform needs to be developed (no app, downloadable software). Just go to the website. All notifications sent to participants via email.
- *Outstanding Questions:*
  - How do people find team members to form a team with?
    - You said there was no form of messaging in the system, so how would I know if I want to form a team with another group?
  - As it stands right now the teams really don't have a purpose if everything is still going to be individually scored, what makes forming a team worth it?

# Individual Summaries

--D'Vonye Jackson--

- Mobile (online) Platform where people can enter different “athletic” challenges (to stay active)
- Someone creates an activity and people can participate by putting in their event “accomplishment”
- Get prizes for event
- 2 main users + 1 for admin
  - Organizers will register for system and (create activity) w/ date and range (they pay to host event)
    - Registry
      - Name
      - Payment method (Credit Card or invoice)
      - Company name
      - Contact info
      - Only one login for each organizer
      - Setup an account
      - Can do “5 challenges a month”
    - Event will be locked in as soon as you publish the activity
    - Activity will have some goal and duration for that goal to be met (flexible)
    - Running, Cycling, push-ups, sit-ups, pull-ups are examples of some activities
    - Cannot cancel the challenge once they are published
    - All challenges are public
    - Can decide how expensive the challenge will be
    - Receive a list of who deserves which medal for their activity
  - People pay to enter the activities
    - They can get notifications for events
    - Can be team based (can join a team) /
      - The team will be signed up for the challenge.
      - Everyone on that team will then start at the same time.
      - Awards will still be individual
      - Individual can see how the rest of team is doing
      - 1 team is for one challenge (once challenge is done, they are done)
    - Can see a list of challenges
    - Can sign up to as many events as they want
    - Each accomplishment only counts towards one activity
    - Once they start the challenge they cannot back out
    - Have to input data as proof of completeness

- Amount
  - Date / Time
  - Where
  - Privacy for data
- Admin will enforce honesty to organizers
  - Banning organizers will be done outside of the system
  - Outside strike system
- No real platform needs to be developed
  - Just communicate messages through to participants email
- Questions I had
  - So if there is no specific platform, how do users interact with the system?
  - Wouldn't an all email based system be clunky and a hassle to manage?
  - How do people find team members to form a team with?
  - You said there was no form of messaging in the system, so how would I know if I want to form a team with another group
  - As it stands right now the teams really don't have a purpose if everything is still going to be individually scored, what makes forming a team worth it?
  - Is there a way for organizers to give shout outs or public announcements to participants?

--Ethan Miller--

Some kind of application centered around physical activity challengers either individual or collaborative

Users receive prizes based on goals set by organizer challenges

User reported milestones/achievements

Challenges can be set to have single or multiple activities, but once started cannot be modified

Organizers can determine the range/period for time of events

User sees a collection of all challenges and chooses which to be in

Users can enter or leave challenges, organize and disband teams, have a checklist for challenges' status (completion wise), and if applicable a summary of their teammates actions

Signup includes a name and payment info

Multiple forms of payment are accepted

No limit to how many challenges a person can be in

Contact info of organizers is needed for an event

No refunds unless emergency which is granted as in-app credit

All challenges are available to all

Organizers can set entry fees

System has admin who keep the organizers in check in the event they violate their side of the challenge agreement

--Jacob Hreshchyshyn--

Platform where people can enter with different physical challenges. They can enter challenges as a team and work together on challenges.

Users enter achievements, such as run time, miles run, elevation reached, etc.

Users receive prizes determined by organizers.

Challenges can contain multiple activities, such as lifting a certain amount of weight.

Organizers can set challenges as within a date range or at a specific date.

Users can see the different challenges and when they occur and can decide which challenges to sign up for.

Users can join challenges, set up teams to take on challenges together, enter activities, delete activities, get notifications on whether they finished the challenge, and get summaries on how well they and their teammates have done on challenges.

Organizers sign up with name and info about payment methods.

Signup info includes name, company's name, and payment method (credit card number).

Supports monthly invoice for multiple payment options.

Supports Setting up accounts for a set span of time.

As soon as challenges are created and made active, they cannot be modified with additional challenges.

List of activities:

Running

Cycling

Run 10k at a time, 40k over 2 weeks.

100 situps a week.

10 minutes of yoga 3 every week.

Flexibility in activities.

Activities can take place at a specific date or over a range of time.

Include distance modifiers for activities involving distance, like running or cycling.

No limit to how many challenges a participant can accept.

Achievements apply only to challenges a participant participated in.

Organizers cannot cancel a challenge once a challenge is activated by the organizer.

Users sign up and pay for a challenge, but can choose not to do the challenge. However, they cannot unjoin a challenge once it's started.

No refunds, unless there's an emergency, where users receive store credit. (Not necessary for initial version).

All challenges are public for anyone to join.

Organizers can set prices for entering challenges.

Participants can join individually, or join a team.

Entire team can sign up for a particular challenge.

All participants in a team start the challenge at the same time.

Participants in a team can see each other's stats.

Each participant in a team receives a medal if a challenge is finished successfully.

Organizers receive a list of who deserves medals so organizers know who to send additional prizes to.



Participants deserve prizes if they completed challenges.

Assume data is put in by the participant. No need to verify info right now.

Participants register with name, password, email, real address, credit card or monthly invoice.

Teams don't persist after a given challenge.

System company has admins that moderate challenge organizers.

Admins can revoke organizers who fail to send out swag prizes to participants.

Admins have exclusive system admin rights.

Admins keep track of dishonesty outside the system.

Contact info of organizers (phone number, email) is needed by system.

Only one login per organizer.

Notifications stay within the system. Reminders are sent to users to complete challenges 2 days before challenges are over via email.

--Nickolas Mourani--

A program built for participants to keep track of stats, enter contests, and compete with other participants.

Depending on the achievement or winning a contest they can win prizes

Users have the ability to enter their own personal information and stats (previous times or other relevant statistical information)

There can be different challenges/competitions

Organizers decide the entry-fee for the competition and/or possibly organize competitions into skill tiers

Users will signup with personal information (name, phone, payment information)

The users information will be saved with their account and can be used to automatically enter into any tournament or competition quickly, as well as withdrawing from a tournament (this gives the ability for the tournament host to make the user pay a cancellation fee)

Challenges are open to the public, maybe some potential challenges where they're only open to certain skills and tiers

Team challenges can also be created.

Each user has the option to join or create a team and leave/edit team roster as well as enter team into challenges if he/she is the captain

--Joseph Hale--

Platform to enter challenges for various physical activities. \*\*Team challenges\*\*

People can enter their times, elevations, etc.

Rewards for doing well in the competition.

Organizers pay for the services.

- Name
- Company name
- Payment Method (e.g. credit card, invoice)
- Pay by number of challenges

Summaries, notifications of challenges coming to a close.

Challenges should be locked in once started.

Activities list

- Running
- Cycling
- All in a day, or total during a time period.
- General physical activities (e.g. situps, pushups)

Participants can join as many competitions as they want.

- But each activity can only count towards one challenge
- Participants pay to enter a challenge, but can't get refunds (initially)
- No blocks on who can join a challenge.

Teams start a challenge at the same time.

Rewards go to each team member

- Must have finished successfully.
- Everyone who finishes the challenge receives the prize

Validation:

- Participants manually enter. Honor based system.

Participants sign up with

- Name
- Address
- Payment Method

No friends list. Teams are reorganized for each challenge. (each participant in the team pays individually)

The company can approve challenges/revoke access for a specific challenge organizer.

- No internal strike system. The company manages this outside of the system.

One login per organizer. No organization level access with multiple logins per org.

People will check their status inside the system. Maybe email notifications.

--Rithvik Arun--

A platform to enter different physical team challenges.

People can enter run times, or elevations. **Will this change based on the activity?**

Challenges consist of one or more activities and people can join these challenges and complete them to earn prizes, medals, etc.

Everything is based on the honor system. No validation requirements for this system.

3 main users:

- Challenge Organizers
  - Sign up with the platform (name, manager, company name, payment method)
  - Pay for the platforms services
  - Set up challenges

- Pay by the number of challenges
  - Create price for challenges
- Participants
  - Sign up with name, address and payment method (credit card)
  - Able to see the list of challenges that have been created
  - Can enter as many challenges as they want but need to finish the all of the ones they sign up for
  - Pay for the challenge
  - Cannot opt out once they signed for a challenge
- Admins
  - Monitor organizers and their actions to make the system honest and delete malicious users

#### Challenges:

- Challenges have one or more activities
- Challenges have dates on them to show when they finish
- People can form teams to join challenges and be able to get notifications when a challenge deadline is coming up, and get summaries on how they and their team is doing.
- Challenges should be locked down once started to prevent conflict with participants schedule
- No refunds for challenges for now (if participant decides to opt out)
- Challenges are all public

#### Activities:

- Running
- Cycling
- Should not be limited to these and should have different options
- There should be different challenges with different timelines

#### Teams:

- Consist of multiple participants
- Teams can finish challenges together
- Keep track of other teams members for motivational reasons
- Teams are for only one challenge

#### Rewards:

- Rewards should be given to teams or participants that have completed challenges successfully

- If its a team, each individual will get a reward

Questions:

- How are notifications sent out? (email, push notifications)
- How would teams get together if there is no form of messaging?
- Is this a mobile or web app?