Team Meeting Summary – CyberBlock

09/30/2021 and 10/07/2021

Hello Debra,

Below are the summaries for the Cyberblock Dev Team's As I had forgotten to send the email for the previous meeting, I will describe it here:

30-Sep-21:

- The main purpose of this meeting was to transfer leadership of the project from Nelson to me.
- We discussed Amazon server hosting and Heroku hosting and that we learned more towards Heroku.
- We also generated the base presentation for the technology options to present to the Medtronic Team.

07-Oct-21:

- This meeting's main purpose was to prepare for the technology options presentation. We added notes to the presentation to assist with the overall flow of the presentation.
- We also discussed the different options for technologies and prepared to contact Ben regarding obtaining server-hosting.

Thanks,

Zachary Kelly

CyberBlock Dev Team

E zachary.kelly@ucdenver.edu

10/28/2021

Hello Debra,

For the team meeting on Oct-28, here is the summary.

1. On realizing that we previously had forgotten to add the trivia game section, we added it to 3.2 function section of the software requirement document.
2. We went over the categorization of the defenses prioritizing them to add it to the database based on the last client meeting. The client emphasized that mitigation defenses are more successful compared to detection-based strategies.

3. We revised the software requirement document and discussed section 3.2 (system functions) in detail to understand and set them as the core functionality.
4. The allocated tasks for the week.

5. - Jason: work on socket programming. Estimated date of completion(N/A)
6. - Nelson: working on the completing the database date setup. Estimated of completion(Nov-3)

7. - Ridhisha: working on host and player interfaces. Estimated date of completion(Nov-3)
8. - Zach: research on MySQL. Estimated date of completion (Nov-3)

Plese let me know me know if you have further questions.

Sincerely,
Ridhisha

11/04/2021

Hello Debra,

For the team meeting on Nov 4, here is the summary.

1. We had a debugged and worked on some technical issues with the source code.

2. The allocated tasks for the week.

3. - Jason: work on adding server-side buying phase features and the second player interface. Estimated date of completion(Nov-11)
4. - Nelson: working on the completing the database date setup. Estimated of completion(Nov-11)

5. - Ridhisha: working on client side of the buying phase features and the second player interface. Estimated date of completion(Nov-11)
6. - Zach: help with database and source code. Estimated date of completion (Nov-11)

Plese let me know me know if you have further questions.

Sincerely,
Ridhisha

11/11/2021

Hello Debra,

For the team meeting on Nov 11, here is the summary.

1. We made some decision on the timeline of work and concluded that all the core features will be completed by Nov 30th.

2. The allocated tasks for the week.

-Jason: work on the server-side features. Estimated date of completion (Nov-18)

- Nelson: work on database integration and SQL queries. Estimated of completion (Nov-18)

- Ridhisha: working on client side and implement new features. Estimated date of completion (Nov-18)

- Zach: help with the source code and learn React. Estimated date of completion (Nov-18)

Please let me know me to know if you have further questions.

Sincerely,
Ridhisha

11/18/2021

Hello Debra,

For the team meeting on Nov 18, here is the summary.

1. We made some decisions on the timeline of work and all the leadership roles were transferred to Jason.
2. The allocated tasks for the week.

Jason: work on the server-side of team features. Estimated date of completion (Nov-25)

Nelson: work on adding the attack and defense spreadsheet to the database and work on SQL queries. Estimated date of completion (Nov-25)

Ridhisha: work on awarding points and team feature. Estimated date of completion (Nov-25)

Zach: help with the source code and learn React. Estimated date of completion (Nov-25)
Please let me know if you have further questions.

Sincerely,
Ridhisha

11/26/2021

Hi Debra,

Here is a summary for team meeting held today on November 26th:

- We went over socket design documentation, which specifies communication between front end and back end via sockets. This also helps with visualizing gameplay flow.
- We also went over Ben's attack/defense spreadsheet and Nelson gave an update on the status of our database.
- We came up with a plan to finish the project and assigned work for the upcoming week.
- - I (Xin) will get the backend socket functions implemented (due Nov. 30)
- - Ridhisha will keep working on React features (configuration/teams) (due Dec. 2)
- - Nelson will write MySQL queries in Node.js (due Dec. 2)
- - Zach will help Ridhisha with React(due Dec. 2)

Best,
Xin

12/02/2021

Hi Debra,

Here is a summary for team meeting held today on December 2nd:

- We went over our presentation slides and rehearsed together.
- We had a discussion on our progress and assigned work for the following week:
- - I (Xin) will work on React as well as debugging socket events
- - Ridhisha will also work on React
- - Nelson will assist with providing queries for server-database communication
- - Zach will write React components such as chatroom and timer

Best,
Xin

12/09/2021

Hi Debra,

Here is a summary for team meeting held today on December 9th:

1. We went through our Software Requirement Document together, and we confirmed that we are not missing any features. After we finish ones that are in progress, we should meet all requirements specified in the document.
2. We had a discussion on how to finish our working prototype over the next several days, and here is the work distribution:
3. Xin: works on scoreboard and team leader features
4. Ridhisha: works on scoreboard and team leader features
5. Nelson: works on SQL queries
6. Zach: works on chatroom feature

We should be able to get it finished this weekend and demo it to Ben during our weekly client meeting next Monday.

Best,
Xin