

Project 2 Meeting Notes

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Meeting on September 21st:

- Establishing our group and getting to know each other
- Talked about project 2 requirements
- Established a Discord server to hold our conversations and meetings

Meeting on September 25th:

- Discussed our project topic, requirements and tasks for parts 1 and 2.
- Established our project topic
- Created documents for our topic to brainstorm requirements
- All members were in this meeting

Meeting on October 1st:

- Established our requirements
- Divided our work for each member. Each team member creates swimlane diagrams for 2 requirements.
- Members in the meeting were Jason, Maddie and Kent

Meeting on October 10th:

- Established tasks for part 4 of project
- Established a due date for those tasks to be October 12th.
- Established that all of part 4 should be completed by each group member given their requirement. We will meet and discuss the last portion of part 4 on October 12th.
- All members were in this meeting.

Meeting on October 12th:

- Established our issues for part 4
- Discussed hours of work needed for each task for each requirement
 - Thoroughly discussed how long it should take to connect a user's Steam and Discord accounts. We came to a conclusion it should take 3 hours to establish this connection.

- Also discussed how long it could take to make a data structure to store all the values needed for each requirement.
- Discussed our priority of task lists
- Talked about part 5 and 6. Also discussed how we can achieve these and distribute the work
 - Maddie created a structured document for part 5.
 - Discussed possible programming languages. Discord uses a few programming languages. Mainly focused on JavaScript and Python.
 - Talked about pieces of code to be used for part 6. Decided to pick a task from the requirement we each did instead of picking from each other's requirements.
- Lastly discussed our timeline
 - Hoping to turn in our entire project by Saturday night
 - Completing task 5 and starting task 6 by October 13th
 - Completing and putting finishing touches on Friday or Saturday
- All members were in this meeting

Meeting on October 14th:

- Discussed Part 5 and completed the document for part 5.
 - Maddie, Kent and Jason thoroughly documented our project design in the design document
 - Added images of possible user interface options
 - Discussed what variables and functions could be used in our data structure to store data
- Thoroughly discussed and assigned the tasks for part 6.
 - We decided that the person who created the tasks for a certain requirement should be assigned those tasks to complete.
 - Since some of the tasks in our issues on GitHub are similar, we picked out some of the tasks more specific to each requirement. The similar tasks included:
 - Establishing a connection between Discord and Steam
 - Establishing a data structure to store certain data for our plugin
 - Wrote comments in the issues of who was taking each task
 - Created branches for pull requests to link our tasks to each issue
 - Discussed how to write our report in the initial README.md
- Members in the meeting were Jason, Maddie and Kent

Meeting on October 15th:

Standup meeting:

d have each team member describe initial obstacles they are facing in completing the task and what they would expect to have done by the "next" standup meeting.

Jason:

The initial obstacles that occur revolve around the unfamiliarity with Discord's API. It is also difficult to work with minimal knowledge of JavaScript, one of the main programming languages Discord uses. These tasks require more expertise dealing with Discord and Steam's API

By the next standup meeting, one could expect a working program that detects when a Steam library game has been closed. The main rating system will become the next task to work on.

Kent:

Some possible issues that can come from this is the unfamiliarity of working with the steamapi and javascript to return a list from the JSON response. It could take some time to touch on this technical debt in order to design the fitting structure that can store the games and playtime.

By next standup

Working code to that will be functioned to get a query through the SteamAPI of games Steam played and owned by the user and their respected playtime. Store and utilize that response in a data structure that can be filtered based on a title and return searched results to be tracked by the user.

Maddie:

Some possible issues that can come from this is the unfamiliarity with Steam API and Discord API. The links provided in my code can help with the unfamiliarity but there are still some learning gaps.

By next standup, we could expect a working data structure that reads the user's achievements and ratings and then displays them in the discord bot. The discord bot can also be established by then

Desmond:

The initial obstacles I came across were the fact that I realized the way I wanted to implement the for loop and if/else statement, I would have to have connected tables like SQL so that I could see the connected games to the specific achievements and to what was unlocked in order to get the correct results I want.

By next standup:

I expect to have a stronger understanding of how to implement my psuedocode/code correctly and to have it working correctly. Getting the connection between Discord API and Steam API, as well as, successfully implementing the following functions from each API; the GetPlayerAchievements, etc.