

CS 744 - Management Issues in Software Engineering

Project Meeting

Project Title: Visual Network Testing Tool

Group Name/Number: Team Mercury

Meeting #: 16

Held On: Mar 28, 2018 at 2:30 pm

Location: Murphy Library

Members: Zeya Kong, Xianrui Zhu, Kyle Van Allen

Attended: All

Topics for Discussion: Demo4 feedbacks and the next plan

Report Writer: Zeya Kong

All members attended at the correct time and we began the meeting at the scheduled 2:30 pm.

At first, all team members talked about what we learned from the demo4 and shared some ideas. Kyle said he thought that our demo4 was pretty good and he had confidence to finish all the things about the animation functionalities in the next sprint. Zeya said that he was not satisfied with the demo4 presentation because he thought it's hard to show his work about the consistence of data. He mentioned that the system now is consistent between the different browsers and users at the same time even it's not required. Xianrui made an apology about his work because he didn't finish his part. Kyle and Zeya comforted him, and all team members got confidence of the next demo.

After that, all team members talked about the next sprint allocation. Kyle written the next sprint tasks in his notebook and all team members shared ideas about the allocation. Zeya said he can still work on the back-end coding and he suggested that let Xianrui finish his part independently, others focused on the animation part just like before. Kyle and Xianrui agreed. For the regions information, Kyle insisted that he wanted to use different shapes to represent the regions instead of the color because he wanted to use color to show the animations. Zeya agreed but he give his own idea about this problem. Zeya said that we can use hard coded not random color to show the regions and reserve some important colors for animation. Kyle said it's good, but he still wanted

to try using the shape. So, Zeya asked Kyle to generate the network by using back-end or front-end functions. Kyle agreed because it's convenient for him to show the animation if he draw the network instead of Zeya. After those discussions, the team made the allocation clear.

Finally, Zeya said he thought that the data design is very heavy because the back-end control all the step in the front-end using ajax, so he wanted to do some changes to reduce the back-end controlling. Kyle and Xianrui didn't agree and said it's hard to redesign all the things. After all, now the system can work even it was very heavy and complex. Zeya gave up this idea. At the last minutes, Zeya and Kyle talked about the path algorithm details and some deployment bugs.

Next meeting and its agenda:

The next meeting will take place on Apr 1st, 2018 at 2:30 pm in Murphy Library. We plan to integrate the works and fix some bugs.