**19 January 2021**

* Group Introduction and experience with android shared
* Discussed the project - Quick cash
* Roles of scrum master and scrum guard
* Assigned the roles and decided that roles would be rotated every week
* User stories
  + Logging into the app - authentication
  + Wireframe theme - UI for the app that supports the control flow
  + As a user to enter a keyword and search for the people who can do the task
  + Registration page - wireframes created before
  + The database needed to store user’s information
  + Account page to check whether its an employer or an employee
  + A worker can add what task they can do
  + Different types of payment integration for the user to make the payment
  + Rate and review both user as well as the tasker
  + Notification if there is a new job that is posted and could be also for the user
    - Could be device-oriented
    - Could be emailed oriented
    - User should have the option to choose
  + Categorize the job - narrow down the job to a specific type
  + Put in your qualifications in your profile
    - If electrician then they should be certified
    - Would be hard to validate a certificate
  + User, as well as the tasker, could message each other on the app
* Discussed if the project is going to be developed to be used in the real world or not
* Question about if we switch to IoS development or is it strictly Android
* Follow test-driven development
  + Before writing the functionality, write the test for the actual functionality
  + Show the testing by commits in Gitlab
  + Would have to put dummy user inputs and then check how the function would perform
* Discussed that refactoring is not required
* Discussed that if user stories are final
* Client TA suggested to break the user stories further
* 2nd Iteration for user stories:
  + Sort in the urgency of the jobs
    - Put filters in the job listings and should be able to save those preferences
* Validate all the user stories with the client TA.
* As a technical client, they would like to know in detail about the user stories to know what exactly developers would be doing
* Refining the user stories more:
  + As a user, we would need signup and a login button on the page
* Client TA shared the link to the slides from the lecture to give the group an example on how to break the TA stories
  + Acceptance criteria which client should be satisfied with
* Prioritize user experience in development
* Setting up a meeting time for the next weeks
* Good to have and must have
  + Must have - needed for basic requirements
  + Good to have - not necessarily important
* Refine the user stories and get it validated by the user.
* Question about making the user story really specific or break it down in detail
  + The client should be able to understand it simply but it should also be in the detail
  + Example of acceptance tests for the login page
    - After login test identify kind of user and then acceptance tests for following pages
  + Client TA gave the example about his own coop
* The team discussed if they should discuss the user stories right now or later
* Client TA gave what scope of help he can provide

Things to work on for the next meeting:

* Refining the user stories
* Study about user stories on our own