



(CMP020N204S) Software Engineering

# PROJECT: GAME TIPS & TRICKS

Written By. **"CHECKPOINT"**

## **'CHECKPOINT' GROUP MEMBERS:**

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## PDF SECTION TASK ALLOCATION:

- (1) Project Description: KEISHA (completed 03/02/2025)
- (2) Code of Conduct: ANGELO (completed 30/01/2025)
- (3) Personas: ANGELO (completed 04/02/2025)
- (4) Ethical Issues: ROHAN (completed 03/02/2025)
- (5) Meeting Records: ANDERSON (completed 05/02/2025)
- (6) GitHub Link & Kanban Link: KEISHA (completed 05/02/2025)

## Project Description

The following information will serve to summarise project details in accordance with the assignment brief and the group project requirements outlined in the 'Software Engineering' module guideline PDFs.

### *Team Member Roles*

- Keisha Geyrozaga - Product Owner
- Anderson Ricardo Gomes Ballestroz - Scrum Master
- Angelo Bongon & Mohammad Rohan - Developers

### *Project Summary*

"GAME TIPS & TRICKS" is a full-stack dynamic web application designed to create a collaborative space, where gamers can share and discover different strategies, techniques, and insights for the various mainstream games they're passionate about. This platform aims to encourage knowledge exchange and community-driven learning, aligning with the theme of "Sharing, Exchange, and Mutual Aid."

### *Core Features*

- A **searchable database of user-submitted game tips and tricks**, categorised by game and genre
- **Community-driven rating and feedback system** to ensure the quality and relevance of all user submissions
- **User authentication and user profiles** to track an individual's contributions and engagement
- **Gamification elements** (e.g., community badges, leaderboard scores, and a point system) to encourage active user participation
- A **visually-appealing and user-friendly interface** that remains both aesthetically attractive & easy to navigate across various devices

### *Technology Stack*

This will establish the technologies that will be using to model our current progress, team communication, and develop our project to the fullest.

- **Frontend:** HTML, CSS, JavaScript, PUG templating system
- **Backend:** Node.js, Express.js, MySQL database
- **DevOps & CI/CD:** Docker, Git, GitHub Actions
- **Project Management:** GitHub Project

## *Development Approach*

We are following the 'Scrum' methodology, using GitHub Project for task management and sprint tracking. Our team aims to maintain communications through a WhatsApp groupchat for quick updates on current progress, and 'Microsoft Teams' for weekly team meetings.

## Code of Conduct

This university 'Code of Conduct' (COC) has been drafted to detail the rules and expectations in accordance with the professional conduct and respectful behaviour expected for all team members within the group. Adherence to the COC will allow us to foster a positive, productive, and respectful work environment to accomplish our target goals throughout the semester.

### **1. Communicate Effectively**

Team discussions should be open, clear, and respectful. Everyone should have the opportunity to share their thoughts without being interrupted. Active listening and honest communication are essential for collaboration.

### **2. Be Responsible**

Each member is expected to complete their assigned work on time and contribute fairly. If any difficulties arise, it is important to inform the team promptly so that adjustments can be made without last-minute pressure.

### **3. Follow Team Guidelines**

Meetings should be attended consistently, and all members should participate actively. Deadlines and group decisions must be respected to ensure smooth workflow and project success. If anyone cannot attend a meeting, they should inform the team in advance to keep everyone updated and minimize disruptions.

### **4. Address Conflicts Professionally**

Disagreements should be handled calmly and respectfully, focusing on solutions rather than personal disputes. If necessary, a neutral party may be consulted to help mediate conflicts.


### **5. Consequences for Violating the Code of Conduct**

All team members are expected to follow this 'Code of Conduct'. If someone repeatedly fails to meet expectations, such as missing deadlines, not communicating, or not contributing, the team will first discuss the issue and try to resolve it. If the problem continues, it may be documented and escalated to the lecturer or supervisor.

By participating in this group project, all members hereby acknowledge and agree to abide by the 'Code of Conduct' outlined above, ensuring that we maintain a respectful, productive, and collaborative working environment throughout the duration of this group project.

## Personas

In this section, we have outlined key user personas based on our planned core features, demonstrating how different members of the gaming community may engage with the 'GAME TIPS & TRICKS' platform. These personas will help us understand our target audience, ensuring that our application attracts and retains users by offering valuable features, interactive activities, and a strong sense of community.

	<p><u>Description</u></p> <p><b>Name:</b> Hanamura Yosuke</p> <p><u>Demographic</u></p> <p><b>Age:</b> 26 <b>Occupation:</b> Competitive Esports Streamer</p> <p>Hanamura thrives on competition, specialising in <b>first player shooter (FPS)</b> and <b>multiplayer online battle arena (MOBA)</b> games (e.g., ‘League of Legends’ and ‘Valorant’).</p> <p>He actively engages with gaming communities, following forum discussions on strategies, the latest meta shifts, and developer updates to refine his skills.</p>
<p><u>Goals</u></p> <ul style="list-style-type: none"><li>• Improve his skills and stay ahead in the competitive gaming scene</li><li>• Engage with the gaming community for insights and discussions</li><li>• Build credibility as an esports streamer/content creator (CC)</li><li>• Remain relevant on streaming platforms and create good content</li></ul> <p><u>Frustrations</u></p> <ul style="list-style-type: none"><li>• Frequent game updates requiring constant adaptation and nonstop changes to his play style</li><li>• Misinformation spreading in forums</li></ul> <p><u>Wishes</u></p> <ul style="list-style-type: none"><li>• Unrestricted access to reliable, accurate, and up-to-date gaming tips and tricks</li><li>• To be able to engage in meaningful conversations within the e-sports community &amp; rate the different user-submitted posts he comes across</li><li>• Grow his influence and fame in the esports community</li><li>• Find a platform he can share his expert-level insights as a popular competitive e-sports streamer</li></ul>	<p>Hanamura is preparing for a ranked ‘Valorant’ tournament when a patch update changes some of the game’s core mechanics and buffs/nerfs a few playable characters.</p> <p>He logs into ‘GAME TIPS &amp; TRICKS’ to find top-rated posts discussing the changes and relies on the most popular, up-to-date community posts to better his playing style to match the updates pushed by developers of his favourite games.</p> <p>Encouraged by the lively community, Hanamura proceeds to share his own thoughts and experiences playing the new update, informing new (and seasoned) players of the impact these changes left on the old meta and known playstyles.</p> <p>His post gains traction, earning high ratings, reinforcing his reputation as a credible content creator in the esports scene.</p> <p>With his fame and popularity on the rise, Hanamura gains more traction as a competitive e-sports streamer, and he continues to use ‘GAME TIPS &amp; TRICKS’ to share his content with other players.</p>



### Description

**Name:** Lloyd Lyres

### Demographic

**Age:** 19

**Occupation:** Second-Year University Student

Unlike most of his friends, Lloyd keeps to himself and prefers **open-world, adventure games** (e.g., 'Zelda: Breath of the Wild' and 'Minecraft') with a calmer feel to them.

Lloyd likes to progress games at his own pace, hence why he turns to online guides that help him uncover secrets hidden in the games, helpful tricks, and beginner-friendly guidance without the complexity of fast-paced action or high-level strategy.

### Goals

- Uncover the hidden secrets he may have missed in his favourite games
- Find beginner-friendly guides for a smooth, seamless, stress-free gaming experience
- Engage with a community that shares his love for exploration-based games

### Frustrations

- Lengthy, unclear and unhelpful guides that overcomplicate the steps to finding out answers to problems he has whilst playing
- Websites with cluttered layouts making it hard to navigate information

### Wishes

- Easy access to categorised tips and tricks for open-world exploration games
- To find a welcoming community that shares his interests and allow him to express his thoughts and tricks he learnt whilst playing
- A visually pleasing UI and organised website layout

Lloyd is playing Horizon Zero Dawn and wants to find hidden Banuk figurines without relying on a full walkthrough.

He visits GAME TIPS & TRICKS and explores the categorised posts under the 'Horizon Zero Dawn' section to see if he can find any quick, useful information on the figurine locations he's missing.

The clean layout helps him quickly find a user-submitted guide highlighting lesser-known collectible locations.

After successfully using the guide, he engages with the post by leaving a comment and sharing his own discovery about an alternate path to one of the harder-to-reach figurines.

His contribution sparks a discussion, making him feel more connected to the gaming community and more willing to return to 'GAME TIPS & TRICKS' to share his thoughts.



### Description

**Name:** Denver Delaware-Johnes

### Demographic

**Age:** 19

**Occupation:** Game Store Retail Associate & Freelance Game Reviewer

Denver is deeply intrigued by **action roleplaying games (RPGs) and MMORPGs** (e.g., 'Horizon Zero Dawn', 'World of Warcraft', and 'Elden Ring').

He carries a deep passion for connecting with like-minded players that share similar interests to him, discussing the different strategies used to face challenges in-game, as well as talk about his favourite game mechanisms.

### Goals

- Connect with like-minded players that share similar interests to him
- Engage in meaningful discussions about game mechanics and the different strategies used to face challenges in-game
- Gain recognition for his contributions to game discussions

### Frustrations

- Generic gaming forums that lack depth or meaningful interactions in their discussions
- Difficulty finding well-structured conversations about game mechanics
- Limited interaction or engagement from other users in forums

### Wishes

- A platform with structured, game-specific discussions
- A rewarding system that acknowledges his contributions
- A community of engaged players sharing high-quality insights

Denver is looking for advanced strategies to defeat a difficult Elden Ring boss, 'Malenia', but he can't find a variety of different tactics.

Disappointed by unhelpful discussions on generic gaming forums, he visits 'GAME TIPS & TRICKS', where he finds well-rated posts discussing different boss tactics.

After using the advice to succeed in the game, Denver rates the post highly and adds his own insights to refine the discussion further.

His engagement earns him a new community badge, reinforcing his motivation to keep contributing to community forum posts, obtained by avidly interacting/engaging with other users (and their posts).



## Ethical Issues

In developing the “Game Tips & Tricks” web application, several ethical considerations must be addressed to ensure the platform remains a responsible and fair digital space for users.

1. **Data Privacy & Security** – Since the platform will involve user authentication and profile tracking, it is essential to implement strong security measures to protect user data from unauthorized access, data breaches, or misuse (Schneier, 2020). The General Data Protection Regulation (GDPR) and other relevant data protection laws must be adhered to to safeguard personal information (European Parliament, 2016).
2. **Intellectual Property & Copyright** – The platform relies on user-generated content, raising concerns about the unauthorized sharing of copyrighted material. Ensuring users submit original content and properly attribute external sources is critical to prevent legal disputes (Lessig, 2004). Implementing **terms of use** that explicitly outline content ownership and copyright policies will help mitigate this risk.
3. **User Moderation & Ethical Content Management** – As a community-driven platform, there is a risk of users posting misleading, offensive, or harmful content. Ethical content moderation strategies, including automated filtering, user reporting mechanisms, and human moderation, should be established to uphold a respectful and inclusive environment (Gillespie, 2018).
4. **Fairness & Anti-Toxicity Measures** – Gaming communities can sometimes foster toxic behavior, such as harassment or discrimination. To promote fairness and inclusivity, the platform should implement clear **community guidelines** and an effective **reporting system** for inappropriate behavior (Kowert, 2020).
5. **Gamification & Ethical User Engagement** – The implementation of leaderboards, point systems, and badges must be carefully designed to avoid fostering addictive behaviors or excessive competition. Ethical gamification practices should encourage healthy engagement rather than exploit users’ psychological triggers for profit (Zagal & Tomuro, 2013).

By addressing these ethical concerns, the **Game Tips & Tricks** platform can create a **responsible, safe, and engaging environment** for gamers while adhering to digital ethics and best practices.

## References

European Parliament (2016) *Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data (General Data Protection Regulation)*. Available at: <https://eur-lex.europa.eu/eli/reg/2016/679/oj/eng> (Accessed: 3 February 2025).

Gillespie, T. (2018) *Custodians of the internet: Platforms, content moderation, and the hidden decisions that shape social media*. New Haven: Yale University Press.

Kowert, R. (2020) *Video games and well-being: Press start*. Cham: Palgrave Macmillan.

Lessig, L. (2004) *Free culture: How big media uses technology and the law to lock down culture and control creativity*. New York: Penguin Press.

Schneier, B. (2020) *Click here to kill everybody: Security and survival in a hyper-connected world*. New York: W.W. Norton & Company.



Zagal, J.P. and Tomuro, N. (2013) 'The addictive qualities of gaming: Ethics and game design', *Games and Culture*, 8(1), pp. 45–61.

## Meeting Records

These meeting records serve to document key details of each team meeting conducted via Teams, including member attendance, communication with absent members, date and time, meeting format (in-person or online), objectives, and discussion summaries.

### Team ‘Meeting Minute’ Tables

#### First Team Meeting

CHECKPOINT - Team Meeting

ExternalJoin3

28 January 2025 21:45 - 22:35Download

3  
Attended

21:45 - 22:35  
Start and end time

50m 31s  
Meeting duration

38m 5s  
Average attendance time

Participants

Name	First join	Last leave	In-meeting duration	Role
<div>KG</div> Keisha Geyrozaga (Student) geyrozak@roehampton.ac.uk	21:45	22:35	50m 27s	Organizer
<div>AB</div> Angelo Bongon	21:46	22:35	39m 13s	Attendee
<div>MR</div> Mohammad Sadman Sakib Ro... rohanm@roehampton.ac.uk	22:09	22:34	24m 35s	Presenter

<div>Date and Time</div> <div>Meeting Minutes</div>	First Team Meeting (28/01/2025 22:10 - 22:35)
Project Name	GAMES TIPS & TRICKS
Meeting Goal	<ul style="list-style-type: none"><li>Agree code of conduct</li><li>Agree group name</li><li>Choose project</li></ul>
Facilitator	Anderson Ricardo Gomes Ballesteroz
Note taker	Keisha Geyrozaga
Attendees	<ul style="list-style-type: none"><li>Keisha Geyrozaga (GEY23581805) – Product Owner</li><li>Anderson Ricardo Gomes Ballesteroz (GOM21551647) – Scrum Master</li><li>Mohammad Rohan (ROH22609719) – Team Member</li><li>Angelo Bongon (BON22529894) – Team Member</li></ul>
Roundtable Updates (each group member to contribute)	<ul style="list-style-type: none"><li><b>Keisha Geyrozaga:</b> As the product leader, my aim was to ensure everyone knew where to access our shared documents, understand their scrum roles &amp; responsibilities, and handle task allocation amongst all team members.</li></ul> <p>I’m only really worried about the technical side of things as we’ll have to ensure everyone has the correct programs installed before the deadline. This way we’re able to meet the ‘Sprint 1’ checklist items.</p>

	<ul style="list-style-type: none"> <li>• <b>Anderson Ricardo Gomes Ballesteroz:</b> The upcoming <b>sprint 1 deadline</b> remains a key focus—let's ensure we are on track.</li> <li>• <b>Mohammad Rohan:</b> As a participant, my aim is to support the leader and the other members to achieve the highest grade, learn facing new problems, and find the way out.</li> <li>• <b>Angelo Bongon:</b> As long as we can clearly communicate with another on updates and our progress, I feel that we will be able to meet our deadlines.</li> </ul>
<b>Discussion points</b>	<p>The following points summarise the key outcomes and decisions made during our first team meeting:</p> <ul style="list-style-type: none"> <li>- Reviewed the assignment brief and shared group materials, including the planned PDF document outlining project information and additional instructions underneath different sections.</li> <li>- Confirmed task allocation among all team members, so tasks could be distributed fairly &amp; understood</li> <li>- Clarified the current progress on GitHub and outlined the key objectives needing completion</li> <li>- Emphasised the importance of the upcoming sprint 1 deadline on next Thursday's lab session.</li> <li>- Planned to meet with a lecturer to better understand GitHub, enabling better support for team members where needed</li> </ul>
<b>Actions (list tasks and assign a group member)</b>	<p>All tasks are a shared responsibility and require, at least, one member to be able to properly understand how to accomplish the technical checklist items detailed in the assignment brief. The bullet points below detail which PDF sections were assigned to who:</p> <ul style="list-style-type: none"> <li>• <b>Project Description:</b> (KEISHA – <i>will be written once I get a better understanding of this project's aims</i>)</li> <li>• <b>Code of Conduct:</b> (ANGELO – <i>done it, all that needs to be done is inserting it into the correct section</i>)</li> <li>• <b>Personas:</b> (ANGELO – <i>will created 2 to 4 personas, to identify what potential user needs are</i>)</li> <li>• <b>Ethical Issues:</b> (ROHAN – <i>details about the ethical issues that may surround the project</i>)</li> <li>• <b>Meeting Records:</b> (ANDERSON – <i>needs to include planned availability timetables and meeting details</i>)</li> <li>• <b>GitHub Link &amp; Kanban Link:</b> (KEISHA – <i>needs to include the links to the GitHub repository and the kanban board</i>)</li> </ul> <p>All technical setup requirements will be handled as a group, considering that most of them depend on collective individual participation (repository COMMITS, getting the Docker IDE running and ready, etc).</p>

## Second Team Meeting

Meeting with Keisha Geyrozaga (Student)

ChatSharedAttendanceBreakout RoomsMeeting Whiteboard

Join2

05 February 2025 19:34 - 19:54

Download



2  
Attended

19:34 - 19:54  
Start and end time

20m 36s  
Meeting duration

18m 32s  
Average attendance time

Participants

Name	First join	Last leave	In-meeting duration	Role
 Keisha Geyrozaga (Student) geyrozak@roehampton.ac.uk	19:34	19:54	20m 32s	Organizer
 Anderson Ricardo Gomes Ballesteroz gomesbaa@roehampton.ac.uk	19:38	19:54	16m 32s	Presenter

<div>Date and Time</div> <div>Meeting Minutes</div>	<div>Second Team Meeting (05/02/2025 19:34 - 19:54)</div> <div>Discussion between PRODUCT OWNER &amp; SCRUM MASTER</div>
<div>Project Name</div>	<div>GAMES TIPS &amp; TRICKS</div>
<div>Meeting Goal</div>	<div><ul style="list-style-type: none"><li>Define what is missing to successfully complete Sprint 1.</li><li>Review assigned tasks.</li><li>Ensure all tasks are completed.</li></ul></div>
<div>Facilitator</div>	<div>Anderson Ricardo Gomes Ballesteroz</div>
<div>Note taker</div>	<div>Keisha Geyrozaga</div>
<div>Attendees</div>	<div><ul style="list-style-type: none"><li>Keisha Geyrozaga (GEY23581805) – Product Owner</li><li>Anderson Ricardo Gomes Ballesteroz (GOM21551647) – Scrum Master</li></ul></div>
<div>Roundtable Updates (each group member to contribute)</div>	<div><ul style="list-style-type: none"><li><b>Keisha Geyrozaga:</b> Discussed and recapped remaining task responsibilities. Reviewed current progress and team member commit contributions.</li><li><b>Anderson Ricardo Gomes Ballesteroz:</b> Discussed necessary adjustments to meet Sprint 1 goals and ensured team alignment with workflow and deadlines.</li></ul></div>
<div>Discussion points</div>	<div>The following points summarise the key outcomes and decisions made during this discussion:<ul style="list-style-type: none"><li><b>Kanban Board Integration:</b> The team agreed to add the Kanban board link to the README.md file in the softeng GitHub repository to improve project tracking and accessibility.</li><li><b>Task Completion:</b> Reviewed the remaining tasks required to successfully close Sprint 1.</li><li><b>Team Alignment:</b> Ensured all team members understand their assigned tasks and deadlines.</li><li><b>Adjustments &amp; Next Steps:</b> Identified any necessary adjustments to meet sprint objectives efficiently.</li></ul></div>
<div>Actions</div>	<div>Complete the remaining tasks, including adding the Kanban board link to the README.md file in the softeng GitHub repository for the group project.</div>

## Group Availability Timesheet

In addition to the meeting record table templates, we created a group availability timesheet, consisting of the weekly availability of our team members. Anderson, our scrum master, regularly updates and maintains the information in the tables below. His role is pivotal to ensure productivity by scheduling meetings & work calls; working closely with the product owner, Keisha, who makes sure the team stays on-track with their objectives.

20/01 - 26/01	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
Keisha	Free	Classes: 10AM-1PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	Work: 12PM-4PM	Busy: 10AM - 8PM
Anderson	x	Classes: 10AM-1PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free: 8am-12pm OR 9PM+	Free: 8am-12pm OR 9PM+	Free
Angelo	x	Classes: 10AM-4PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	x	Busy: 9AM - 9PM
Rohan	x	Free	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	x	Busy: 8AM-10PM

27/01 - 02/02	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
Keisha	Free	Classes: 10AM-1PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	Busy: 8AM-11PM	Busy: 9AM-6PM
Anderson	x	Classes: 10AM-1PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free: 8am-12pm OR 9PM+	Free: 8am-12pm OR 9PM+	Free
Angelo	x	Classes: 10AM-4PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	x	Busy: 8AM-12PM
Rohan	x	Free	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	x	Busy: 8AM-10PM

03/02 - 09/02	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
Keisha	Free	Classes: 10AM-1PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	Free	Free
Anderson	x	Classes: 10AM-1PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free: 8am-12pm OR 9PM+	Free: 8am-12pm OR 9PM+	Free
Angelo	x	Classes: 10AM-4PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	x	Free
Rohan	x	Free	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	x	Busy: 8AM-10PM

10/02 - 16/02	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
Keisha	Free	Classes: 10AM-1PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Busy: 8AM-6PM	Free	Free
Anderson	x	Classes: 10AM-1PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free: 8am-12pm OR 9PM+	Free: 8am-12pm OR 9PM+	Free
Angelo	x	Classes: 10AM-4PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Busy: 10AM-9PM	x	Free
Rohan	x	Free	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	x	Busy: 8AM-10PM

17/02 - 23/02	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
Keisha	Free	Classes: 10AM-1PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Busy: 8AM-8PM	Free	Free
Anderson	x	Classes: 10AM-1PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free: 8am-12pm OR 9PM+	Free: 8am-12pm OR 9PM+	Free
Angelo	x	Classes: 10AM-4PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	x	Free
Rohan	x	Free	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	x	Busy: 8AM-10PM

24/02 - 02/03	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
Keisha	Free	Classes: 10AM-1PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	Free	Free
Anderson	x	Classes: 10AM-1PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free: 8am-12pm OR 9PM+	Free: 8am-12pm OR 9PM+	Free
Angelo	x	Classes: 10AM-4PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	x	Free
Rohan	x	Free	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	x	Busy: 8AM-10PM

03/03 - 09/02	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
Keisha	Free	Classes: 10AM-1PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	Free	Free
Anderson	x	Classes: 10AM-1PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free: 8am-12pm OR 9PM+	Free: 8am-12pm OR 9PM+	Free
Angelo	x	Classes: 10AM-4PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	x	Free
Rohan	x	Free	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	x	Busy: 8AM-10PM

10/03 - 16/03	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
Keisha	Free	Classes: 10AM-1PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	Free	Free
Anderson	x	Classes: 10AM-1PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free: 8am-12pm OR 9PM+	Free: 8am-12pm OR 9PM+	Free
Angelo	x	Classes: 10AM-4PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	x	Free
Rohan	x	Free	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	x	Busy: 8AM-10PM

17/03 - 23/03	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
Keisha	Free	Classes: 10AM-1PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	Free	Free
Anderson	x	Classes: 10AM-1PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free: 8am-12pm OR 9PM+	Free: 8am-12pm OR 9PM+	Free
Angelo	x	Classes: 10AM-4PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	x	Free
Rohan	x	Free	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	x	Busy: 8AM-10PM

24/03 - 30/03	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
Keisha	Free	Classes: 10AM-1PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	Free	Free
Anderson	x	Classes: 10AM-1PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free: 8am-12pm OR 9PM+	Free: 8am-12pm OR 9PM+	Free
Angelo	x	Classes: 10AM-4PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	x	Free
Rohan	x	Free	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	x	Busy: 8AM-10PM

31/03 - 06/04	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
Keisha	Free	Classes: 10AM-1PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	Free	Free
Anderson	x	Classes: 10AM-1PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free: 8am-12pm OR 9PM+	Free: 8am-12pm OR 9PM+	Free
Angelo	x	Classes: 10AM-4PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	x	Free
Rohan	x	Free	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	x	Busy: 8AM-10PM

07/04 - 13/04	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
Keisha	Free	Classes: 10AM-1PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	Free	Free
Anderson	x	Classes: 10AM-1PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free: 8am-12pm OR 9PM+	Free: 8am-12pm OR 9PM+	Free
Angelo	x	Classes: 10AM-4PM	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	x	Free
Rohan	x	Free	Classes: 10AM-2PM	Classes: 10AM-2PM	Free	x	Busy: 8AM-10PM

The tables above show each member's availability each day for the next upcoming twelve weeks, which are regularly updated and maintained by the scrum master to enable easier planning and organisation of future team meetings at times where all team members can, hopefully, participate in weekly.

## GitHub Repository

As part of the project, we were tasked with creating and setting up a repository on GitHub dedicated to xx, in addition to containing the scaffolding files critical to building our web application.

The link below will take you to the repository, named 'softeng', which contains a customised README file, the licensing (Apache 2.0), and lastly, the scaffolding files (both as a ZIP and a folder of the files uploaded from 'Docker' via 'Visual Studio Code'. All four of our group members have access and regularly contribute to the GitHub repository to ensure changes have been adequately made.

**LINK:** <https://github.com/MOMORII/softeng>

Commits on the project were mostly completed by the product owner, Keisha, who was tasked with editing the README file and ensuring that all members were able to access group resources shared on the repository, including the project kanban board.

## Kanban Board

Project management is key to ensuring the whole team stays on-task and meets target goals within the planned deadlines. Kanban boards are a project management tool used to track the completion of certain tasks by certain assignees, who have claimed (or have been assigned) responsibility over these items in the checklist.

There are five different sections that serve different purposes within the kanban board:

- **PRODUCT BACKLOG** – Contains items/tasks which have not been started yet.
- **READY** – Lists items/tasks that are ready to be picked up and started
- **IN-PROGRESS** – Shows the items/tasks that are mid-completion by other members in the group
- **IN-REVIEW** – Once items/tasks are completed, they are first checked/reviewed by the product owner to confirm completion
- **DONE** – These are the items/tasks that have been confirmed as completed/done by the product owner

Here is the **link** to the Kanban board: <https://github.com/users/MOMORII/projects/2/views/1>