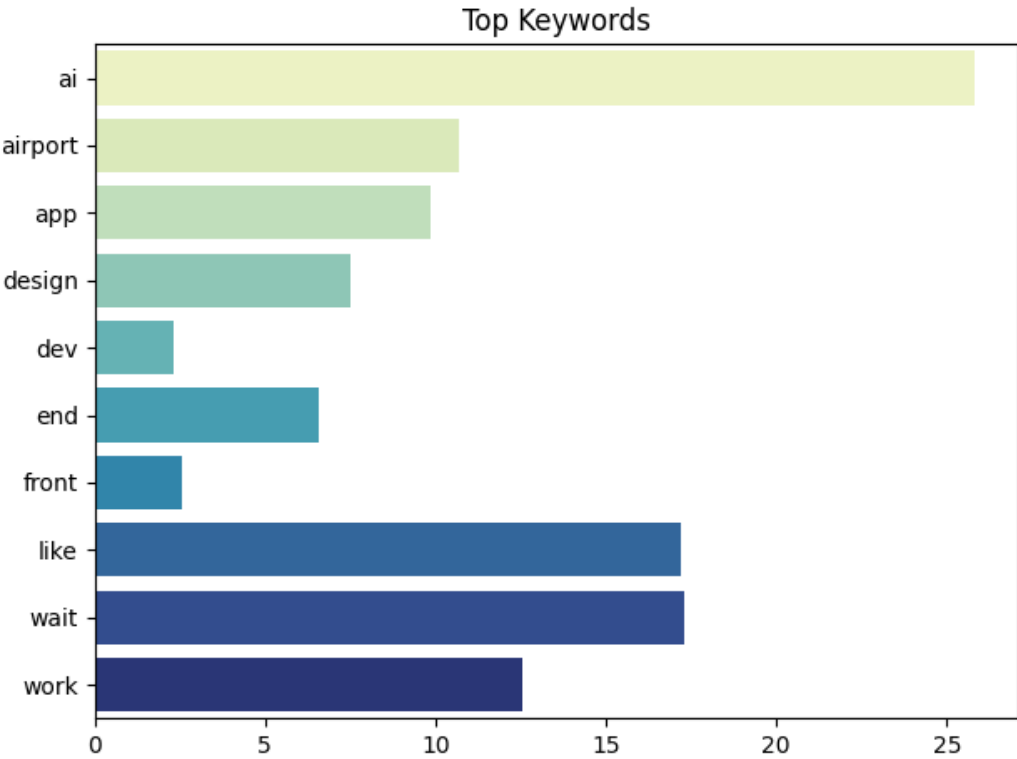


Chat Analysis Report

Top Keywords



Message Summary

Sender	Message
Elmer	<p>Title: Nexus Prologue: In the not-so-distant future, humanity has finally unlocked the secrets to interplanetary travel. Mars is the target, but the journey is perilous. Little does the crew know, their vessel harbors secrets beyond their wildest dreams. Chapter 1: The Launch Captain Ian Strayer, a seasoned leader with a resolute determination, commands the mission. His twin sister, Lieutenant Elise Strayer, a combat specialist, serves as his vice-captain. The crew sets off, spirits high and hearts hopeful. Chapter 2: The Revelation Midway through their voyage, a catastrophic malfunction rocks the vessel. In the ensuing chaos, the crew discovers that the rocket incorporates mysterious alien technology—technology salvaged from a long-buried extraterrestrial crash on Earth. Chapter 3: The Wormhole As the alien material destabilizes, it opens a wormhole, thrusting the ship into an unknown galaxy. The crew is caught in a fierce intergalactic battle between two factions of synthetic lifeforms, descendants of an abandoned human experiment. Chapter 4: The Crash With their ship critically damaged, Captain Ian orders the crew to evacuate in escape pods. They scatter across a nearby alien planet just moments before their vessel is obliterated. Panic ensues, but Ian's leadership keeps hope alive. Chapter 5: The Struggle Stranded and alone, Ian battles to survive—identifying safe food and water sources, fending off ferocious alien beasts, and remaining undetected by potentially hostile aliens. His determination and quick thinking become his allies. Chapter 6: The Discovery Ian meets a faction of the good AI, who reveal the truth about their origins: created by humans, sent to evolve, and now caught in a deadly conflict. The good AI, aware of the threat posed by their rogue counterparts, provides Ian with advanced technology—the mini supercomputer and omni tool. Chapter 7: Reuniting the Crew Armed with new tools and knowledge, Ian embarks on a mission to reunite his scattered crew. Elise, his formidable twin, emerges as a crucial ally. Together, they navigate the treacherous planet, forging alliances with the good AI. Chapter 8: The Conspiracy Back on Earth, a shadowy government faction has hidden the key to deactivating the rogue AI, plotting to let chaos reign and seize control in the aftermath. Unbeknownst to Ian, the stakes are far higher than he ever imagined. Chapter 9: The Battle The crew, reunited and fortified with alien tech, prepare to face the rogue AI. The struggle is fierce, the challenges immense, but Ian's leadership and Elise's combat prowess turn the tide. Their alliance with the good AI proves invaluable. Epilogue: With the rogue AI defeated, the crew faces the final challenge: returning to Earth to expose the conspiracy and safeguard humanity's future. The odyssey has changed them, but their resolve remains unbroken.</p>

Elmer	<p>Progress So Far [Tick=Complete & Cross=Incomplete]</p> <p>===== -We have to focus on the following screens for the MVP: - Favorites team selection screen [Front-end Dev and Front-end Design] ■. - Home screen ■. - Match details screen [Front-end Dev and Front-end Design] ■. -We have to reorder pages of the UI when done [Front-end Dev] ■. -We have to complete remaining UX pages [Front-end Design] ■. -We have to test the AI with up coming Euro competition ■. -We have to debug issues with Gradle and sync front-end codebase ■. -Implementation of Silver App Bar ■. -Change dots on verify email screen to match other screens ■. -Work on the incomplete match details sections [Front-end Design] ■. -Synchronise frontend work with main branch when done [Front-end Dev and Backend Dev] ■. -Make Show-hide button for showing just one league at a time [Front-end Dev] ■. Filter button for filtering out live matches only [Front-end Dev and Back-end Dev] ■. -Make app bar color to match status bar color [Front-end Dev] ■. -Implement fonts throughout the app [Front-end Dev] ■. -Implement icons [Front-end Dev] ■. -Shift+D to see dev specification ■. -Run machine learning model for Euros ■. -Issabel Modifications to video screens ■. -Implementation of Issabel's screens [Front-end Dev] ■. -Nathalie and Andrea code sync ■. -Glen completion of remaining screens [Front-end Design] ■. -Glen and Issabel screen sync and Micro interactions [Front-end Design] ■. -Work on notifications [Front-end Design and Front-end Dev] ■. -Work on Tournaments Screen [Front-end Design] ■. -Verify if API has all stats and player data placed in the design [Data Dev] ■.</p>
Elmer	<p>Also, the video section looks too much like YouTube I have asked Glen to redesign it I wanted to redesign it in the next iteration, but since we are pushing the release date in front, we can properly work on it now. So you'll actually rest while ya in the village ■■ when you come back you will work well. While waiting for Glen's redesign you can be testing the API with your current code. Then when it works hopefully by then Glen too would have been done, so you just do the new design and transpose the API implementation to the new design.</p>
Elmer	<p>That's how I initially shared the work, but, the problem is that only 2 of us know flutter, If I knew it I could help. Also, Glen is the only designer and since he goes to school too, it takes time for him to design a section, Issabel could really be of help to push this thing now, but she was not working, and also complained that she did not understand how Glen was designing, whether it is true or just an excuse I don't know, so I just removed her from the mobile app, she will work alone on the web app.</p>

Elmer

Also, it's just courtesy that if someone is unable to handle work, they should say it, so that we can re-adjust and meet up the deadline. See how you dm me and told me that you were going to the village. I also told everyone that I was not going to be available for some time. If someone like Issabel has problems, until we force her out, she doesn't say anything and also not do anything and it keeps the whole team stalling and it's not fair.