Sprint #1 Meeting notes

10/23/2020
- Sprint master: Martin
- Rotate per sprint: Martin -> Hoang -> Quan -> Yan
- 3 standup meetings / week: 6 pm on Tuesday/ Thursday (Discord); 3:30pm Friday with Dr. Hess on Zoom.
- Created github organization, forked the [repo](#)

Tasks:
1. Clarify TA in standup meetings
2. Find out who TA is
3. Dig in the code base, work on user stories.
4. Hoang contacts previous team members

10/27/2020
- Sprint Master: Martin
- Talked about issues pertaining to FERPA
- Broke Milestone 2 paper into sections for each team member
- Discussed Handoff document from previous Capstone team

Tasks:
1. Work on assigned sections for Milestone 2 paper
2. Think about general timeline for project development
3. Continue getting familiar with previous team code/documentation.
4. (Martin) Get in contact with the Courses API team from the previous year.

10/29/2020
- Sprint Master: Martin
- Discussed User Stories for Milestone 2 paper
- Took a look at the app while it was running locally
- Discussed possible features that can be implemented or refined
- Planned topics for discussion for Friday meeting with Dr. Hess

Tasks:
1. Finish working on Milestone 2 Scope section
2. Finish working on Milestone 2 Iteration Plan and Estimate section

10/30/2020
- Sprint Master: Martin

- Meeting with Dr. Hess and previous capstone members
- Got some clarification on the project and talked about possibilities for deployment
- Talked about features that require priority attention
- Discussed potential minor feature updates and their feasibility with Hess (one click plan fill and edit)

Tasks:
1. Continue to look at code base over the weekend

11/3/2020
- Sprint Master: Martin
- Quick meeting to touch base, discussed which section of the code each member has been looking at.
- Talked about resources for learning React and brushing up on key skills for the project.
- Quan introduced us to Adobe XD for creating UI/UX prototypes
- Also, talked about latest email updates from CoE
- Talked about Milestone 2 paper and minor improvements to be made for a re-grade

Tasks:
1. Look into Adobe XD and play around with it
2. Continue at getting into the code base.
3. Fix sections for Milestone 2 individually.

11/5/2020
- Sprint Master: Martin
- Meeting mainly consisted of what progress each of us has made looking at Adobe XD as a prototyping software for our mobile UI.

Tasks:
1. Individually begin developing ideas for UI using Adobe XD
2. Bring designs to the following meeting with Dr. Hess and show him the ideas we're hoping to develop.

11/6/2020
- Sprint Master: Martin
- Following meeting with Dr. Hess, we discussed that it is better to collaborate on the same document. That way we can see what everyone is doing at the same time and conform to a uniform design for the UI.
- Ran into issues with Adobe XD, as the paid version is required to collaborate as a team.
- After some research, we decided on using Figma Student Edition for UI prototyping.

Tasks:
1. Each member was assigned a certain section of the UI to design.
2. Martin: plan detail page
3. Hoang: pop up screen for auto fill plan page
4. YanYan: Notification page
5. Quan: edit plan page

11/10/2020
- Sprint Master: Martin
- Each member showed their progress on Figma for each of their assigned tasks.
- Showed each other different tips/tricks for easier Figma navigation/usage

Tasks:
1. Each member was to continue their assigned tasks and show progress at the next Sprint meeting.

11/12/2020
- Sprint Master: Martin
- Each member showed their newest progress on assigned tasks
- We discussed each others design choices gave feedback to each other on what we liked and could be improved
- Discussed that we would need Dr. Hess's help with deciding which design to use for the UI implementation.

Tasks:
1. Each member was to refine their design for the meeting with Dr. Hess the next day.

11/13/2020
- Sprint Master: Martin
- Following meeting with Dr. Hess, we took his advice and decided to simplify our approach to the design of the UI. We don't want to make it radically different from the web application UI, it would only result in much more work for us in the future.
- As a team, we decided on Hoang's overall UI styling as a template as it was the closest to the web app UI.
- In addition, we discussed what we will need for our Design Review the following Friday.

Tasks:
1. Refactor our individual designs into a uniform design that matches Hoang's UI styling and show progress at the following Tuesday Sprint meeting.
2. As a team we decided who will lead each part of the Design Review next Friday.
3. Hoang: Intro and project goals

4. Martin: Current state of the project, show demo of running Web Application
5. Quan: Demo of prototype UI we designed
6. YanYan: Conclusion and our challenges that we will address in the coming terms.

11/17/2020
- Sprint Master: Martin
- Each member showed their new progress on the UI refactor.
- Gave feedback to each other on useful things to add and or change
- Discussed latest email updates with the CoE regarding deployment

Tasks:
1. Each team member is to have their part of the UI design nearly completed by the next Sprint Meeting.
2. Each member is to start working on their slides for the Design Review presentation on Friday.

11/19/2020
- Sprint Master: Martin
- Team through each part that is required for the Design Review and made sure we had everything.
- Practiced our presentation

Tasks:
1. As a team practice the following morning before the start of class to make sure we have everything down.

11/20/2020
- Sprint Master: Martin
- Team discussed feedback from Dr. Hess regarding UI Design. Dr. Hess was very happy with our design and commended us on a great job.
- Discussed next steps regarding UI and it's implementation and other research into next features that we will start to design/implement.
- Discussed splitting next steps between team members for better team productivity.

Tasks:
1. Hoang and YanYan: Start messing around with media queries in CSS to begin implementing mobile UI.
2. Quan: Research in AWS for deployment options in hopes of getting the app deployed for more in-depth development/testing.
3. Martin: Research methods of email notifications and ways to adapt such features to our project needs.