## Minutes

Date: Tuesday 13th of November 2018

Attendees: Bindu, Justin, Joud, Assem, Justice

Location: A0-26

Secretary: Bindu

Chairman: Assem

Schedule:

1. Start

The meeting was started by Harald introducing the project. In which a main question was provided and an assignment for the meeting was given. For this assignment the sub questions should be created and possible challenges of the project and how to handle them should be defined.

1. Discuss/define main question with group

It was decided to keep the main question “What is the best politically acceptable measure which can be taken to improve the ecological balance in the Oostvaardersplassen?”. A second main question was considered: “What is a suitable application which can provide possible solutions to the given problem?”. However, the former was kept due to it being a means to an end of the second.

1. Create sub questions.

After receiving feedback from the instructor, the following sub questions were decided on:

1. What are the needs of the client?
2. What models are already available?
3. What variables should be taken into consideration when creating mathematical models?
4. How can the models be simplified?
5. How can the results of the models be displayed in an application?
6. Define challenges of project and how to handle them

The challenges which could be faced during this project are the following:

1. Using GIT – Learning how to use GIT may prove a challenge due to it being seemingly complicated. However, we are sure that it is simpler than it looks and learning to overcome this challenge is just a matter of practice and learning how it works together.
2. Creating UML models – This may prove difficult as we have not yet learnt how to do this. To overcome this challenge we will have to follow the classes of UML to better understand how to create UML models.
3. Finding pre-existing mathematical models – Finding pre-existing mathematical models is difficult because finding a place to start is challenging. To ensure we overcome this challenge we will start from the very beginning at the simplest of these models.
4. Dividing the work – The groups skill diversity is quite good. Some are good at mathematics, some programming and some paperwork. This should make splitting the work simple, however, we feel that the mathematical modelling portion of this project will be the most difficult and time consuming. Therefore we will split this between the group and not allow one to do all of anything.
5. Divide the tasks until the next meeting

For now, we will focus on learning how to use GIT until the next meeting. There we will go over it together in more detail and also discuss the project plan. Bindu is the secretary for this week so will handle the agendas and minutes this week around.

1. Closure

The meeting was ended by the group saying goodbye to the instructor and each other.

## Agenda

Date: Thursday 15th of November 2018

Attendees: Bindu, Justin, Joud, Assem, Justice

Location: Library Inholland

Secretary: Bindu

Chairman: Assem

Schedule:

1. Start
2. Items to be added
3. Minutes of meeting from 13th November
4. Discuss the process of using GIT and help each other with problems if needed
5. Discuss/define structure of project plan
6. Decide which skills needed during this project apply to which group member
7. Any other business
8. Closure

## Minutes

Date: Thursday 15th of November 2018

Attendees: Bindu, Justin, Joud, Assem, Justice

Location: Library Inholland

Secretary: Bindu

Chairman: Assem

Schedule:

1. Start

The meeting was started by everyone greeting each other and finding a table in the library.

1. Items to be added

There were no items to be added to the agenda.

1. Minutes of meeting from 13th November

The minutes of the previous meeting were approved.

1. Discuss the process of using GIT and help each other with problems if needed

A GIT repository was made and the group then discussed how to use it and edit or add files into the repository. The GitHub Desktop application can be used if a group member is uncomfortable using the command line interface of GIT. The steps to using the GitHub Desktop application are as follows:

1. Log in to your account on the application.
2. Click “Clone repository”. This will bring up a dialog. Click on the part that says “URL” and enter the URL of the repository that was created. (<https://github.com/Pandtj/ProjectApplicationDevelopment>).
3. Select a directory for the repository to be put in and click add.
4. Now if files are added or edited in this directory they will be updated in the GitHub app. To make the changes permanent however, you must enter the app and click “Commit” to the changes made. The files are now updated.
5. Discuss/define structure of project plan

The template provided on blackboard will be used to create the project plan, along with Group member’s previous project plans to be used as a reference.

1. Decide which skills needed during this project apply to which group member

There are three main skills that are involved in this project; Mathematics, programming and paperwork. Although each group member is good at all three of these, some are better in some fields than others. The three broad skills and the group members “specialising” in them are as follows:

1. Programming – Bindu, Justice
2. Any other business
3. Closure