Team/Instructor scrum #1

Team member & project (re)introductions

Carter: AI and Back end Lead

Jonathan: Front end Lead and Project manager

F.L.O.A.T. (Finding Littered Objects Automated Technology) is a means to track and document any litter that is lurking beneath the surface of the water.

Scrum dates

Sept. 10, 2021 - Sept. 24, 2021

Status description

We're feeling good so far based on the amount of good information we've found so far. We know in the future there will for sure be some hiccups we'll have to work through. This week was spent on requirements gathering.

Carter researched the technology that can be used for this project.

Jonathan created the structure for documentation and redefined the scopes.

Project issues

- The weather
- collaboration between backend and frontend
- the hardware the software will have to run off of. Ie: laptop? phones?

Project changes

Proposed scope change: our system is to monitor recreational waters and it documents water litter. The system will help to find microplastic trends in each subsection of the body of water.

- For the time being, we're going to reduce the scope to waters in Saskatchewan.
- Since testing will most likely happen during the winter season, we're going to go step by step and work our way up to open waters.
- Our first initial 'big test' will most likely take place in a pool!

After our conversation with Dr. Chan, she has helped us with creating MVPs.

To help diversify our system to work on a wide scope we will develop our system with a simple scenario and continue to alter the algorithm with slight deviations.

These deviations include:

the state of the water, the amount of sunlight, the level of obstructions

An example of test scenarios we have structured so far:

1. Clear Water with bright sunlight no obstructions
2. Clear Water with bright sunlight static obstruction
3. Clear water with bright sunlight live obstructions
4. Clear water with bright sunlight combination obstructions
5. Clear Water with dim light
6. Murky water with bright sunlight
7. Murky water with dim light

Documentation overview and/or project demo

Currently, we do not have much for documentation. We have added file structures in our git hub to document our scrums and document our independent learning.

Next up

The next two weeks is going to be continued for more requirements gathering and learning.

Jonathan: for these next two weeks I envision myself to start developing the user web app this entails building user story maps/affinity diagrams and lofi prototypes of the user web app. Create our formal documents.

Carter: for these next two weeks I envision myself beginning to experiment with the resources I've found so far, specifically the google colab environment. Additionally, I see myself also working on the documentation and lofi prototypes.

Team reflection

- Does the team feel "on track"? (reiterate the above colour status)

After meeting briefly last night and discussing where we are at so far, we feel we are at a good place right now in terms of getting the foundation for our project ready.

- What progress does the team particularly feel good (great) about?

We’ve acquired a working list of good working resources right now and we now have a more manageable scope, so we can begin planning out our development now.

- What barriers (if any) does the team feel are a current impediment to success?

Working on balancing the rapid production of quality work.

- What help (if any) does the team require to move positively forward?

We're looking to reach out to other profs that have experience in environmental & artificial intelligence at the University of Regina.

- What questions or concerns does the team have (if any)?

Would it be okay if we use the university pool for testing? Would we have to speak to someone specific about something like this?