

Meeting 8 Minutes (Sprint 4, Meeting 1)

Team Zero

Regular weekly Sprint meeting

Date: March 24th, 2025

Time: 8:50 pm to 9:30

Location: Virtual

Attendees:

- Steven - Secretary
- Jovan - Developer
- Michael - Product Owner
- Andrei - Scrum Master
- Laith - Developer
- Achal - Developer

Absences

- No absences.

Call to order

The meeting was called to order at 8:50 PM, as decided by the team.

Approval of Previous Minutes:

The Scrum Master and Secretary approved the previous meeting minutes.

Agenda items

Recap of Sprint 3

- A quick recap of what was left for sprint three was given
- Unit testing could use some more work
- Reactions were just about done, just needed approval

Extra Feature 1

- The first feature as agreed previously is going to be mobile view

- Steven will be taking care of it

Extra Feature 2

- A discussion was held to gather ideas for the second feature
- Example features included
 - custom theme picking
 - typing minigame
 - disappearing messages
 - voice messages
 - image and file sending
 - gif sending via link/gif picker
 - live typing status
- A poll will be posted on Discord to vote on what feature will be implemented

Sprint 4 instructions reading

- We read through the instructions for sprint 4, here are the key points (on top of the usual stuff)

Repo organization

- Our repo is already well setup and (almost) all files are separated according to their concern. We won't need to alter our setup that much.

Code reviews

- Code reviews are already being done, very few PRs are being merged without a non-author's approval.
- Code reviews can be a bit more rigorous though.

Bug finding/fixing

- We need to implement some automated tool/linter to find "bugs" or code issues.
- We already have some existing ones - the CI backend checks has a linting pass that is giving us warnings currently, and additionally github dependabot has been finding dependency vulnerabilities. We can act on these.
- Achal is proposing to take care of putting in place an automated tool to find the bugs (Sonarqube)

Sprint 4 rubric reading

- Pointed out that acceptance tests are now only 1 per user story. Not sure if intentional
- **IMPORTANT** hidden instruction - Coding standards need to be published on our Wiki.

Sprint 3 feature review and checkup

- A quick run through the current state of the app was done to see how our features are holding up
- Reactions are slightly flaky due to websocket disconnects from long idle time
- Replies aren't meant to save to the backend because message ids aren't correctly passed - yet they sometimes do save
- Switching to a channel you don't have access to then quickly back to one you have access to will show the error message (the permission check doesn't get aborted)
- User last seen indicators currently call all instances through multiples network calls - could be optimized to just one
- User activity could be optimized to be checked on the backend instead of being reliant on frontend

Additional mini-feature/QOL change suggestions

- A "scroll to bottom" button could appear when a user has scrolled more than a page through chat history
- Messages could display their timestamp (either on hover or consistently next to the sender name)

Presentation and final report

- Andrei points out the weight of the presentation and final report (each worth 5% of the final grade)
- We'll need to start soon - Steven will create the shared documents for it.

Votes

- A poll will be posted on Discord shortly after the meeting to vote on the 2nd feature.

Reports

- Reports were implicitly given when reviewing app functionality.

Next Meeting

Our next virtual meeting will be on Monday, March 31st, 2025.
Steven will not be able to join.

Adjournment


The team unanimously adjourned the meeting at 9:30 pm


Signatures


Andrei Jianu, Scrum master, 2025-03-24

Duc Vinh (Steven) Lam, Secretary, 2025-03-24


Additional Resources

 Sprint 4 Guidelines W25.docx

 Sprint 4 rubric.xlsx

 SOEN 341 Presentation Template.ppt

 SOEN 341 Project report.docx

 Team Zero Planning Sheet