

Meeting 4 Minutes (Sprint 2, Meeting 2)

Team Zero

Regular weekly Sprint meeting

Date: February 17th, 2025

Time: 8:50 PM to 9:35pm

Location: Virtual

Attendees:

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

Absences

No absences.

Call to order

The meeting was called to order at 8:50 PM, as decided by the team. Michael once again shared his screen to start us off.

Approval of Previous Minutes:

The Scrum Master approved the previous meeting minutes.

Agenda items

Check-in on the previous week's work

DM messaging

DMs are about 70% functional. What's missing:

- Mapping of fetched DMs upon DM channel selected
- A possible bug that sends messages multiple times (Jovan fixed the issue, Steven might have reintroduced it)

Teams messaging

Team messaging is (basically) fully implemented.

- There is a bug that sends messages multiple times (this was not addressed by Jovan's fixes). The bug is still present today.

Message deletion

Message deletion is in place and works well.

- Michael got it to work over the weekend.
- Steven added a confirmation dialog to the deletion process.

User select improvements

- Michael implemented search suggestions and user multi-select for invite to team and invite to channel.
- Some code changes (i.e. making a generic component, simplifying conditional rendering) will be made by Steven

Message ID targeting and previous message fetching

- Steven brought up the potential need to expose the message ID to the front end to target the correct messages to delete.
- Michael explained that he was able to target the correct message through their relative index within a channel instead of using the ID.
- Jovan said it was possible to "lazy-load" the messages, but we deemed it might not be necessary ultimately.

Extra feature discussion

- A shared document will be created to collect extra features that could be implemented.
- A few examples that were brought up are: deleting in DMs, editing messages, and user list improvements.

Bug tracking and demo

- Two bugs were showcased, along with their reproduction steps.
- The chat bar currently does not extend past a single line of text.
- Selecting a channel, then another, and then back to the original makes messages get sent multiple times per action.

Acceptance tests and User Stories

- The creation of the acceptance tests was reviewed, and Laith gave his update: the descriptions for the new user stories' acceptance tests are currently being written.
- Emphasis was put on the need to write these tests and to detail the user stories correctly.

Continuous integration and deployment

- Achal gave a brief overview of how continuous integration is going to work.
- Tests should be written for core features, like login, register, creating teams and channels, messaging, and message deletion.
- Steven mentioned how continuous deployment was in the works. The app currently deploys, but the backend and frontend are not configured correctly.

Votes

No votes were conducted during this meeting.

Reports

Though the reports were not given in a structured, one-by-one, report-after-report fashion, the following reports were given throughout the meeting. Note that some members' progress was previously discussed recently (through Discord or during the last lab), and was therefore not brought up this meeting.

Michael:

- Implemented user selection and message deletion.

Jovan:

- Implemented DMs.

Laith:

- Has written several acceptance tests, but they have not been published yet.

Next Meeting

Our next virtual meeting will be on ~~02-24~~ CANCELLED; next meeting on March 3rd.

Adjournment

The meeting was adjourned at 9:35 PM by the team all together.


Signatures

Michael Pouget, Scrum Master, 2025-02-17


Duc Vinh Lam, Secretary, 2025-02-17

Additional Resources

 Sprint 2 Guidelines W25.docx

 ChatHaven Additional Feature Tracking

 Team Zero Planning Sheet

 Sprint 2 rubric.xlsx