Meeting Minutes
Software Eng

Team #11, Mac-AR
Student 1 Matthew Collard
Student 2 Sam Gorman
Student 3 Ethan Kannampuzha
Student 4 Kieran Gara

Table 1: Revision History

Date	Developer(s)	Change
2023/09/12	Matthew Collard	Creation of minutes
2023/09/15	Ethan Kannampuzha	Meeting 1 Notes

Team Meeting 1

Details

Date	2023/09/12
Location	Thode Study Room 9
Time	3:30pm-5pm

Attendance:

- Matthew Collard
- Sam Gorman
- Ethan Kannampuzha
- Kieran Gara

Agenda:

- Choose Projects
- Email Supervisors
- Decide group member roles

Team Minutes

- Projects:
    - Rhombichess
    - Fitness Tracker
    - Soccer App
    - Food rescue
    - ChemFAST
    - VoiceLab
    - X-ray Ai
    - XR Game
- Group member Roles

Project List:

Rhombichess:

- Description:
    - Chess on a rhombus board instead of a 8x8 grid, new pieces new rules
    - competitive 2 player game, prefered to be playable online
- Source:
    - McMaster suggested list #12
    - Supervisor: Dr. Paul Rapoport
- Stakeholders:
    - People that like chess
    - People that like board games

Fitness App:

- Description:
    - Fitness app that tracks the progress of the user
    - can track diet, workout, etc.
- Source:
    - Suggested by Ethan
    - Supervisor: None
- Stakeholders
    - People that want to be healthy
    - People that want to workout

Soccer app:

- Description:
    - Builds soccer teams for you
    - communication with other members
- Source:
    - Suggested by Ethan
    - Supervisor: None
- Stakeholders
    - People that like soccer

Food Rescue:

- Description:
  - Connects non-profit food distributors to those who need food
  - Mobile application
- Source:
  - McMaster suggested list #11
  - Supervisor: Ahana Malhotra, Dr. Elkafi Hassini
- Stakeholders
  - Food Distributors
  - Families that need food

CHEMFAST:

- Description:
  - Study resource for students that custom tailors learning material based on their needs
  - Database with past questions from tests and assignments to pull from
- Source:
  - McMaster suggest list #6
  - Supervisor: Dr. Sharonna Greenberg
- Stakeholders
  - Students taking chemistry
  - Professors

Improving VoiceLab:

- Description:
  - VoiceLab is a program that can measure and manipulate voices
  - The goal is to improve voicelab by adding multi processing and APIs
- Source:
  - McMaster suggested List #5
  - Supervisor: Dr. David Feinberg
- Stakeholders
  - Data Scientists

AI for X-ray read:

- Description:

  - Analyzes chest X-rays and gives a diagnosis based on AI
  - Create radiology reports based on findings

- Source:

  - McMaster suggested list #3
  - Supervisor: Dr. Mehdi Moradi

- Stakeholders

  - Doctors
  - Hospital workers
  - X-ray specialists

XR Game:

- Description:

  - Alternate reality game
  - Communication with others is major

- Source:

  - McMaster suggested list #17
  - Supervisor: Dr. Irene Ye Yuan

- Stakeholders

  - People that enjoy VR/AR/XR
  - Gamers
  - Isolated/lonely people

Team Member Roles

Role	Name	Responsibility
GitHub Administrator	Sam	Merge and maintain Github Branches
Final Revision Editor	Kieran	Last editor of requirements documents, makes sure we adhere to writing guidelines
Communication Director	Matthew	Communicates with the Supervisor/Prof and any stakeholders
Meeting Minute Writer	Ethan	Keeps track and writes down the meeting minutes
Lead Developer	Kieran	Leads the development process, makes sure we are on the right track to complete our goals at the agreed upon due dates
Lead UI Designer	Matthew	Makes sure the user interface is clear to the user, and functioning. Implements UI based code such as buttons
Functional Requirement Lead	Ethan	Makes sure every function requirement is met during the coding process
Non-Functional Requirement Lead	Sam	Makes sure every NFR is met during the coding process

Team Meeting 2

Details

Date	2023/09/15
Location	PGCLL Basement
Time	12:30pm-1:20pm

Attendance:

- Matthew Collard
- Sam Gorman
- Ethan Kannampuzha
- Kieran Gara

Agenda:

- Decide Git Workflow
- Work on Development Plan

Team Minutes

- Decided on XR Social Collaboration Project
- Git Workflow:
  - For two primary branches (main/develop), require pull requests to resolve potential merge issues
- POC Demo Discussion:
  - Create a simple working AR program
  - Show that we have the ability to network with different devices
- Coding Decisions:
  - Going with Unity framework (C coding language)
  - Using NUnit for unit testing
  - Using dotCover for code coverage
  - Decided basic coding standards (variable syntax, class names syntax, etc.)
- Decided on using Google Calendar for scheduling milestones/deadlines

Supervisor Meeting 1

Details

Date	2023/09/19
Location	Dr. Yuan's office: ABB C529
Time	11:30am-12:00pm

Attendance:

- Dr. Irene Ye Yuan
- Matthew Collard
- Sam Gorman
- Ethan Kannampuzha
- Kieran Gara

Agenda:

- Meet with supervisor to discuss what is expected out of this project
- Discuss stakeholders, scope, and expected features to prepare for requirements document
- Answer Dr. Yuan's questions about deadlines and deliverables

Team Minutes

- Planned weekly half-hour meeting with Dr. Yuan, 11:30am every Tuesday at her office
- Disclosed Development Plan, Requirements, POC and Rev 0 deadlines to Dr. Yuan
- Project Goals and Scope:
    - AR game to enable social interaction from a remote environment
    - Should be usable by people who can't get to physically social events or are not comfortable/willing to do so
    - Initially only needs to sustain 2-4 people, can expand later
    - Likely for indoor usage
- Stakeholders:
    - People comfortable with technology, ages 15-30

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- People who already know each other or are in pre-formed groups
- Initially limited to the developers and friends/family
- Dr. Yuan, on the basis of her research interest in social interactions via games

- Features/Technical requirements:
  - Use a centralized server as opposed to one person hosting
  - Must be developed for mobile phones
  - Sensors: Phone's gyroscope and accelerometer. Also camera and microphone.

- Discussed prospect of a remote AR collaborative escape room type game completed in sessions