

Mentor Meeting 1 - Week 2

Date Monday, 05 August 2019

Time 2:00pm - 3:00pm

Venue Room 1, Reid Library

Attendees

Name	Init.	Organisation	Name	Init.	Organisation
Beining Chen	BC	Team 26			
Rupert Hu	RH	Team 26			
Thiren Naidoo	TN	Team 26			
Jordan Russell	JR	Team 26			
Lachlan Russell	LR	Team 26			
Seharsh Srivastava	SS	Team 26			
Ben Chidlow	BC	Mentor			

Apologies

1 Client Management

	Item	Action
1.1	The team members must clarify with the client about the project once they meet.	
1.2	It is better to keep a contact with the client on time to avoid any delay of the project.	
1.3	Each team member must have at least the client's email so that they can contact the client.	
1.4	Some actions can even have multiple people responsible for an action, or an organisation.	
1.5	We are the 'experts', the client is coming to us for that reason. We should allow them to explain their concept at a high level, but unless they are set on a technology type we should convince them of our chosen approach	

2 Project Management

	Item	Action
2.1	The team manager must keep everyone on track and get everyone to work every week.	
2.2	People should be working on vertical slices of the project, avoid working in one area too much as the whole project can suffer from it if one person is the keeper of all knowledge in one area	
2.3	People need to be experts, do enough research before coding.	

Meeting Minutes

Team 26

- 2.4 GIT is mentioned, the Branch Base refers to splitting off from the main branch to add features and the Truck Base adding features directly to the main branch. Both methods use pull requests to review code before it enters the main build
- 2.5 While doing Agile development, timeboxing is very important, make retrospect and a summary on the last day of each Sprint.
- 2.6 The business value or the project value has a big impact to the client.
- 2.7 It does not matter how perfect the project will be, what matters is the team work.
- 2.8 The feature of scrum and epic is mentioned, scrum refers tree and epic refers to story, the product should be made viable.
- 2.9 Conversation between members is vital, doing the whole project individually is not suggested, doing standup few times a week is highly recommended.
- 2.10 Create a board for sprint and make backlogs.
- 2.11 Scrum stories are given effort scores in Fibonacci sequence numbers, higher than 13 and split it into multiple stories. Some teams use hand cards to vote on effort to avoid influencing each other.
- 2.12 If you need help, that's why we're in a team, reach out to other team members
- 2.13 Trello is a good tool for managing Kanban style sprints

3 Project Tech

	Item	Action
3.1	Never try user created authentication, pick existing ones (google, amazon and so on).	
3.2	Flutter is a new technology so be careful. Google have a bad history of long time support with some of their apps	
3.3	Vue is a good front end for web apps, it is easier to learn than React or Angular	
3.4	Set an understandable pattern, find a good testing library and a useful package.	
3.5	As a database PostgreSQL is a scalable relational database that would handle our use case well. Its language is similar to other DB solutions so learning will not be difficult to those already familiar with other DBs.	