SOFTWARE ENGINEERING PROJECT

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THE GENESIS

"THE POWER TO NEW BEGINNINGS"

Project Manager – Tshimangadzo Surprise Masia **(221414061)**

Project Tester - Khanyisa Kamba **(221711481)**

System Designer - Billy Mokoena **(221839593)**

Front – End Developer - Aobakwe Keeme **(221515445)**

Back- End Developer - Luxolo Mkhathazo **(220435898)**

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THE GENESIS MINUTES – THIRD MEETIMG

Date: 24 March 2025
Time: 19:00 – 20:45
Location: Microsoft

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1. Attendance

Present:

- Tshimangadzo Surprise Masia (Project Manager)

- Khanyisa Kamba (Tester)

- Aobakwe Keeme (Front-End Developer)

- Billy Mokoena (System Designer)

- Luxolo Mkhathazo (Back-End Developer)

Absent:

- None

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2. Opening and Welcome

- The Project Manager opened the meeting and emphasized the need for a clear final decision on the project's core idea.

- Members were encouraged to think about practical implementation and user impact when choosing the IDEA final project.

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3. Apologies

- Our System Designer apologized for having a class clash hence ,he might be late

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4. Review of Last Meeting Minutes

- Previous meeting minutes were reviewed and accepted without amendments.

- Members acknowledged that most brainstorming and research tasks were completed.

5. Tracking of Project Progress

- All team members confirmed that individual research tasks were completed on time.

- Discussions showed that understanding of project feasibility had improved across the team.

6. Review of the Meeting with the Lecturer

- Feedback from the Lecturer was shared with the team: He confirmed that all three proposed ideas were strong and promising, fitting well within real-world community needs.
- For each idea, the Lecturer carefully explained the pros and cons, helping the team understand which areas strong (like community impact and usability) and which areas were needed improvement (such as scalability and technical complexity).
- The Lecturer also provided new suggestions to enhance the ideas, such as adding a customer complaint and rating system, a dashboard for government inspection reporting, and tools to make shop registration faster and mobile-friendly.

7. More Presentations on What the Ideas are Solving

- Each member gave a deeper presentation of what their project idea would solve, focusing on real-world problems such as lack of business registration transparency and consumer safety.

- Discussions revealed that a system providing shop verification and customer complaint tracking would directly address current spaza shop challenges.

- Key criteria such as scalability, simplicity, and mobile responsiveness were also debated.

- Agreement was reached that focusing on a "compliance and reporting" feature would set the project apart from basic registration systems.

8. Choosing 1 Idea and Naming the Product

- After debate and final voting, the Spaza Shop Regulatory & Management System (SSRMS) was selected.

- The team officially named the product The Genesis SSRMS, tying it to their team name and mission of creating a "new beginning" for small shop regulation.

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9. Upcoming Tasks & Deadlines

- Members were tasked with beginning the initial UI prototyping and user flow diagrams based on the chosen system structure.

- Reminder emphasized: All tasks must be submitted by weekend or Monday, with formal reviews during Friday meetings.

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10. Closing

- Project Manager thanked everyone for their hard work and stressed the importance of staying ahead with documentation and design tasks.