

Building Usable Software - Group 2 Meeting Minutes

Meeting details:

Date: 02/02/26

Location: Teams

Members in attendance:

Antony

Ed

James

Viraj

George

Items Covered

- Antony went over the project brief
- Discussed which challenges were most appealing and why
- Everyone gave input on the pros and cons of each idea
- Challenge 2 & 3 seemed to be the initial favourites
- Then we looked at the first one in more detail as we decided that it might be more unique
- Discussed about which metrics would be quantifiable in terms of individuals carbon footprint
- Briefly discussed what peoples biggest sources of carbon emissions were on a daily basis and how we could go about quantifying them
- Mentioned about transportation/commute to work and how you could calculate that
- James suggested gamifying it so you could make it more engaging for user
- George suggested monitoring daily energy usage and what times of day people use appliances, with the added suggestion of encouraging people to change their habits to lower their carbon footprint
- We then discussed about when would be suitable to meet each week

- Mondays at 12:30 and Thursdays at 13:00/ after lunch were the times that were most convenient
- 4 Meetings with TA's in total
- 2 before **week 6** And then 2 in weeks 7-10
- The group decided on challenge 1; focusing on helping individuals reducing their carbon footprint
- Decided that quantifying carbon footprint would make it easier to gamify
- Looked into whether to focus on personas or user stories first
- Briefly discussed implementation of core features, whether to use python or python + flask
- Antony created a shared one drive folder to share documents, meeting minutes
- Shared git usernames
- Looked at the users section of the challenge, decided on whether to focus on individuals or groups

Tasks for Next week

- Each come up with one or two personas each, then use those to develop user scenarios/ user stories