
Client Meetings Report

Agenda (4/10/2025)

1. Demonstrate new features in the app.
 2. Assist client with account creation and permissions.
 3. Collect client feedback on usability, bugs, and value.
 4. Finalize plans for bug fixes and delivery timeline.
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Minutes (4/10/2025)

We provided a walkthrough of the new features in the Living Atlas application, including thumbnail image upload for cards, Google Cloud Storage integration, responsive UI improvements, and tag-based filtering. Admin-only tools for editing and deleting were also demonstrated.

The team supported the client in creating user accounts and reviewed permission levels, ensuring clients could test features based on their assigned roles.

Client feedback highlighted several bugs: filter and bookmark behavior was inconsistent, card editing did not allow full updates, and the layout needed to be adjusted (e.g., top alignment of cards and fit-to-screen issues). We noted these items for immediate bug fixing.

We discussed final polishing needs before delivery, agreed to fix critical bugs, and confirmed our timeline to wrap up implementation, testing, and client review.

Retrospective Summary (4/10/2025)

What went well:

- Successfully demoed all key features.
- Set up client access and permissions.
- Gathered actionable feedback from the client.

What to improve:

- Fix editing, filtering, and bookmark bugs.
- Improve card layout consistency.

Planned changes:

- Complete bug fixes and UI adjustments.
 - Finalize user permissions and metadata logic.
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Agenda (4/17/2025)

1. Review status of known bugs and fixes.
 2. Discuss requirements for final project video.
 3. Demo thumbnail support and click-to-zoom on cards.
 4. Determine approach for new frontend testing.
 5. Highlight Roza diversion dam fish screen as priority data.
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Minutes (4/17/2025)

We reviewed progress on several bug fixes, including card alignment and filter responsiveness. Clients confirmed improvement in those areas but emphasized the need to polish UI elements further.

The meeting covered expectations for the final demo video, including a focus on fixed bugs and a shorter, streamlined format. New features such as clickable cards that zoom to map location, thumbnail display in the editor, and thumbnail-based sorting were shown to the client.

Yaru's proposed frontend was discussed as a potential improvement for future semesters, though it may not be implemented in this release. Lastly, Roza diversion dam fish screen content was prioritized as key content to be featured in the app.

Retrospective Summary (4/17/2025)

What went well:

- Addressed bug fixes from earlier meetings.
- Final demo expectations clarified.
- Added useful new features like zoom and thumbnail support.

What to improve:

- Minor UI polishing still needed.
- Coordination with alternate frontend developers.

Planned changes:

- Finalize map interaction polish.
 - Confirm featured content for demo (e.g., Roza dam).
 - Record and edit final demo video.
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Agenda (4/24/2025)

1. Clarify backend limitations with Render (cold start delay).

2. Present live demo to clients (recorded).
 3. Collect final client feedback for wrap-up.
 4. Address new feature requests: text resizing, hyperlink support.
 5. Review remaining bugs (e.g., password reset).
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Minutes (4/24/2025)

During the live demo (presented by Jonathan), we discussed client concerns regarding the free Render backend: when idle, the server takes time to boot. We asked whether clients were comfortable with this or if we should pursue a workaround to keep the backend alive.

Clients requested a few last-minute features: the ability to shrink card text for improved readability and support for hyperlinks directly on cards. We acknowledged both requests and will evaluate implementation feasibility.

Bug reports were also discussed — specifically, the password reset feature not functioning correctly. These were marked for resolution before final delivery.

Retrospective Summary (4/24/2025)

What went well:

- Successful live demo presented and recorded.
- Got clear feedback on new features and backend behavior.

What to improve:

- Fix password reset issue.
- Clarify limitations with hosting platform.

Planned changes:

- Investigate text resizing and hyperlink support.
 - Resolve bugs and prep for final delivery.
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Agenda (5/1/2025)

1. Final bug triage before submission.
 2. Address card display issue during map resize.
 3. Investigate problems with card updates not persisting.
 4. Resolve card edit reset bugs.
 5. Discuss Render backend idle behavior.
 6. Lock in demo and final presentation steps.
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Minutes (5/1/2025)

In the final client meeting, we addressed several outstanding issues. One major bug involved the card display failing to render correctly when the map is resized or tabs are toggled. The team will ensure proper grid realignment post-resize.

Another concern was the inconsistency in card updates not saving or displaying. Investigation is underway on whether the issue lies in frontend state or backend syncing. We also noted that card editing occasionally fails or resets values — this will be debugged and patched.

Clients were reminded of the backend cold-start delay and confirmed they were aware of its limitations. The final project timeline and demo steps were agreed upon.

Retrospective Summary (5/1/2025)

What went well:

- Final feedback collected and understood.
- Key bugs identified before delivery.
- Demo timeline locked in.

What to improve:

- Resolve card update/save bugs.
- Improve map-card responsiveness.

Planned changes:

- Fix layout issues when map resizes.
- Debug card editing failures.
- Finalize code for delivery.