

## Summary of the Google Hangouts Meeting (12/29/2016, 8 pm EST)



### Participants:

Jason Lu, Natalie Pienkowska, David Wang, Zachary Safran

### Objectives:

- Figure out the needs / concerns from client Sarah
- Determine the amount of pages / general content for the app
- Alleviate stress / frustration of redundancy of asked questions for the gardening members
- Compose an idea of how to use the hamburger menu in the app
- Determine the gist of main pages
  - o About page – history
  - o Contact page – member information / location of the garden
  - o Resources (maybe merged with the contact page?)
  - o Interactive Map page – with labels / legends
  - o Calendar page (syncd from the FGS google calendar)
  - o Biography page of the members
  - o Donation page
- So, we are looking at a minimum of 7 pages and a maximum of 10 pages for the app
- We could do something similar to ESPN's hamburger menu, in that it shows a slide of potential options / links to the various pages

### What Sarah Did Want / Not Want (Client Needs):

- She wants a comprehensive biography of the members (current and past) of the Fenway Garden society
- NO FORUM!!!!
- Historian from Harvard
- Make the map page particularly interactive
- Simplify the hamburger menu design (originally wanted to deprecate it)
- Make the welcome / home page a slideshow catalog of what the garden has to offer (apiary / wildlife / events / activity / nature ...)
- Make it with the exact font / formatting like the website (pink)
- Give general information / key advice to members (i.e. bulletin board to determine where the flag pole spot is)

#### Potential Problems / Concerns:

- Links to the resources could potentially be too long for the constraints allowed in UI Static Text in Xcode Storyboard (David said use sort of a “click me” hyperlink)
- App could be difficult to navigate without some form of segue between pages
- Too many repositories / merged branches in the github -> figure some way of organizing the material / purging unnecessary or redundant files
- Hamburger menu may be difficult to place in the app (consensus between at least Natalie, Zach, David and I seem to be the upper right hand corner of the page)
- Legends within the map -> how to allow the zoom in / scrolling feature to be accessible to the user in the app
- Contact with client: difficulty with consistently getting feedback from Sarah
- We may just have to do parts that do not require Sarah’s immediate feedback first, and then work on the later parts

#### Good suggestions / approaches:

- (from Zach): Legend / key type of scrolling page to show the main parts of the map (compost location, plot, general info...)
- Scrolling form of text within each legend
- Syncing the calendar, and potentially not allowing members to add, and display events already put into the agenda (via the FGS Google Calendar on the website) (to alleviate the stress for Sarah / improve functionality)
- “Piazza” type of format: resources, and other materials should be put as a sub-page of Contact Us page (or maybe a whole separate page if font / text too small to read)

#### What’s Next:

- Tentative meeting for both iOS and Android teams next week
- Begin coding the basic parts of the application, and merging the work onto the “master repository”
- “Walkthrough” of the coding processes / implementation via Google Screenshots in the Google Hangouts (if applicable)

- Treehouse tutorial videos / general information searchable on StackOverflow / Apple Developer as a way to deal with (conceptual) problems
- (not mentioned in meeting): potentially use the Xcode debugger / console to figure out any major bugs in the current form of the app -> pt thread kills / SIGABRTs / bad errors that are not by syntax (logical / runtime errors)