

In-class Data Collection

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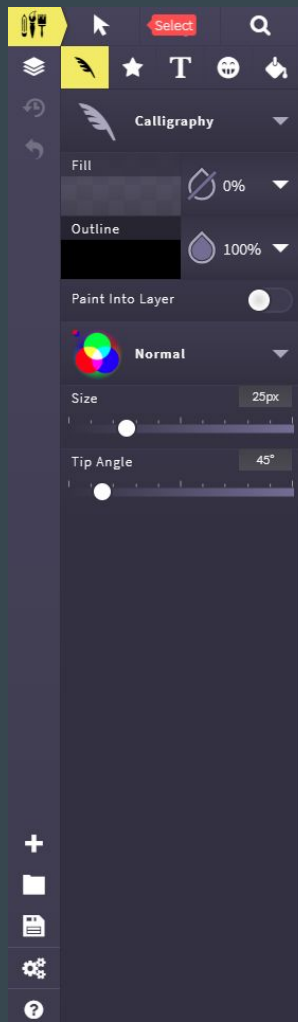
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Meeting

- Meetings have been kept at around a hour long
- Spend most of the time talking about how the technology will be used and what the client would like to have in the project
- All of the group members have contributed to notes and recording the meeting times.

Takeaways

- Overall takeaway from our meeting is that we're still on track with what the client is wanting out of this project.
- Client is very impressed and grateful for the project
- Seems open to any new ideas when discussing the project
- As of right now we have no questions from our client meeting.



Specs

1. LAMP Stack
2. Probably will use a lot of canvas based javascript libraries
3. Input fields will be dropdown boxes and text boxes
4. Each student will have a uuid and so will the instructors
5. Save each layout with timestamps(image based)
6. Potentially have a csv save file (low-priority)
7. Export with notes attached to the jpg save file

The project itself doesn't really need to be explained too in depth as it is a simple approach project. More problems will likely come up in development as they always do.

Concise Build and Deliverable Results

Goals for Gary:

1. Make sure it's functional and effective.
2. Not over complicating the build process and making it actually useful.
3. Will add features after the initial development
4. Want to make sure core features work flawlessly

Goals for Group

1. Most likely will use Laravel or some php framework to organize our codebase for MVC
2. Making sure the canvas portion doesn't have too many library dependencies that could cause code conflict
3. Sufficient and deliverable modules for each team member(one for canvas, one for text box inputs and outputs, and one for file exports and efficiency)

Potential Libraries

1. <http://fabricjs.com/>
2. <http://paperjs.org/>
3. <https://two.js.org/>

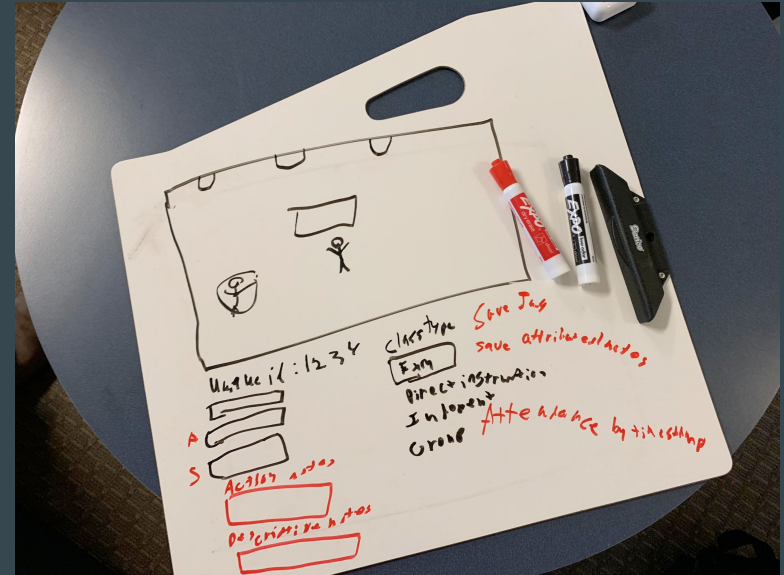
Potential Development Problems

1. Linking between the canvas and input boxes(Should be a relatively easy link but, easier said than done most likely)
2. Exportation errors and saving errors
3. Laggy browsers due to canvas libraries

Since first presentation our project has changed with the client.

Now more of a web based application

We can now see how the client wants to use this project and how to move forward with it



Questions?