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# 0428 Front-end Meeting

Tuesday 28 April 2020 / 15:30 PM / ZOOM

## Attendees

Angie, Annie, Sarah, Katherine, Kim

## Agenda

### Last Meeting Follow-up

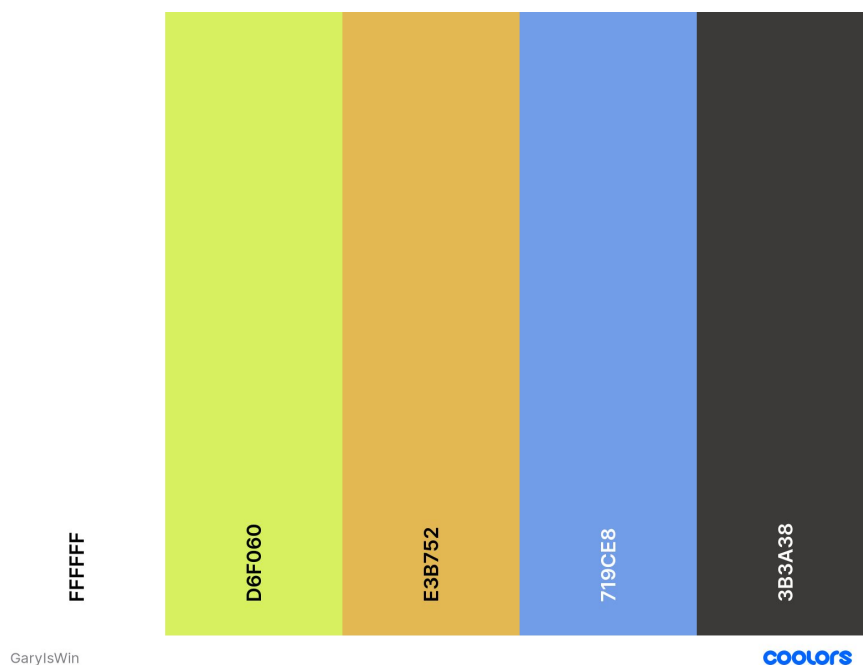
1. High-level screen designs and navigation

### New Business

2. Decide on a color palette

## Notes

- We familiarize ourselves with Builderx.io
- We chose a color palette that most reflects our pre-established logo



- We also worked out the screens and decided on the necessary items to be included on each screen ([link to design doc](#))

## Action Items

1. Designing screen task is split among design team members: **Due Saturday 2 May**
  - Log-in: Sarah
  - Home: Kim, Annie, and Angie
  - Game board: Katie and Sarah (if Sarah has time)

# 0502 Front-end Meeting

Saturday May 2, 2020 / 12:00 PM / ZOOM

## Attendees

Angie, Annie, Katie, Kim, Sarah, Rachel

## Agenda

### Last Meeting Follow-up

1. Review design screens

### New Business

1. Decide on font
2. Edit/review/revise design screens
3. Clear up navigation

## Notes

Annie Use Your Telescope font

no blocked list

Friend's ranking/leaderboard under friend's list

## Action Items

Implement the edits recommended during meeting

make sure your environment is set (mac users!!) before pushing

push to github on your own branch (from navigation branch)

- Kim: profile page
- Angie: friends, blocked, loading screen (waiting for friend)
- Annie: matchmaking (with challenge friend button)
- Sarah: log in, sign up
- Katie: game board

# 0504 All-hands Meeting

Monday May 4, 2020 / 12:00 PM / ZOOM

## Attendees

Alex, Angie, Annie, Davin, Katie, Kim, Pasha, Sarah, Rachel, Rama

## Agenda

## Notes

front end updates

- screens roughly done

back-end

- pvp works

game logic:

- it's going

## Action Items

screen sequence diagram

this week:

1. front-end needs to be more fleshed out
2. game logic needs to be done by end of week

# 0510 All-hands Meeting

Sunday May 10, 2020 / 2:00 PM / ZOOM

## Attendees

Alex, Angie, Annie, Davin, Katie, Kim, Pasha, Sarah, Rachel, Rama

## Agenda

### New Business

#### 2 code reviews

1. Game Logic (Author: Pasha)
2. Front-end (Author: )

## Notes

- Game Logic Code Review:
  - Moderator: Alex
  - Recorder: Kim
  - Reader: Davin
  - Author: Pasha
  - Inspector1: Kat
  - Inspector2: Annie
  - File name: [app/GaryIsWin/GameLogic/Board.tsx](#)
  - Other files viewed:
    - [app/GaryIsWin/GameLogic/Tiles.tsx](#)
    - [app/GaryIsWin/GameLogic/TileTypes.tsx](#)
  - Functionality:
    - Expected: Our game logic is based off of Baba is You's rules. Game board is initialized with random placement of tiles. The player controls an avatar tile and can move shape tiles or place a new shape tile when it's their turn.
    - Actual: The board is currently hard-coded (no randomization) and each object tile may be defined and updated as necessary. Other than that, most of the game logic is there: 1v1 game play is possible and players can control the avatar, make moves, and place new shape tiles when it's their turn. However, there are bugs, which will be presented in the issues section.
    - Unionize board tiles
    - Checking win conditions (both possible win conditions being checked for simultaneously)
    - New board is created each time we have to update the board (we don't just modify the current board; we set it to the new one)
    - Tiles have absolute size instead of flat list for animation to work

- Issues:
  - Title: Randomized Board
  - Description: board is not randomized at initialization
  - Cause: hard-coded
  - Suggested Fix: random implementation at initialization
  
- Title: Stalemate Cases
- Description: There is no case for the game to end when there is no way for a player to win
- Cause:
- Suggested Fix:
  
- Title: Overlapping avatar tiles
- Description: Definitions can be pushed on top of one another
- Cause: Overlooked failing when definitions pushed into walls
- Suggested Fix: Set to fail when definitions attempt to push into walls or one another
  
- Front-end board code review:
  - Moderator: Rama
  - Recorder: Angie
  - Reader: Davin
  - Author: Pasha
  - Inspector1: Sarah
  - Inspector2: Rachel
  - Filename: [app/GaryIsWin/views/BoardView.tsx](#)
  - Functionality:
    - Expected: Avatars are placed on the board with their respective player definition (player 1 or player 2) with non-overlapping definitions. Once a player's turn begins, there will be an indicator that indicates the current player's turn and whether they have to place an object or move. The objects and avatar will be animated.
    - Actual: The board is displayed with object tiles and the avatars. However, the board is very plain and none of the designs have been implemented. Avatar designs are not yet finalized. There is currently no indicator for movement/placement or for a certain player's turn. Tiles are absolute in size in order for future animations to work.
  - Issues:
    - Title: Move/Place indicator
    - Description: There is currently no indicator for when to move or place object
    - Cause: It's a detail that has yet to be implemented because we are all familiar with the rules (however, newer players will not be familiar with the rules)
    - Suggested Fix: When the "moveCount" variable is 0, display a text indicating that it is player 1's/player 2's turn to place an object. When the "moveCount" variable is above 0, display a text indicating that it is player 1's/player 2's turn to move.



- Title: Quit Button
- Description: There is currently no option to quit a match once a match has begun
- Cause: Overlooked detail, but shouldn't be hard to implement.
- Suggested Fix: There is a quit method already underway, but the visuals have yet to be implemented. Display a "quit" box to indicate the button for the user to use to quit a match.
- Additional Comments:
  - The overlapped tiles are not visually appealing and, at times, make it difficult to determine which tiles are overlapped. When designing the objects and avatars, keep in mind that avatars may overlap with objects (but definitions will not overlap).

## Action Items

# 0511 Front-end Meeting

Monday May 11, 2020 / 12:00 PM / ZOOM

## Attendees

Angie, Annie, Katie, Kim, Pasha, Sarah, Rachel

## Agenda

## Notes

- Few people had trouble setting up their environment (Kim and Katie) - resolved for Kim
- Angie will be pushing her branch with updated navigation
- Leaderboard implementation will be using segmented control for global and local view
- Home screen will be implemented with Davin's moving avatar idea

## Action Items

1. screens must be done by Friday for "Sample Screens" assignment
2. Home screen implementation: Pasha, Rachel, and Angie
3. Kim: "Test Cases" and "Acceptance Test"

# 0517 All-Hands Meeting

Sunday May 17, 2020 / 5:00 PM / ZOOM

## Attendees

Everyone - Rama

## Agenda

1. code reviews: friends page and pulling from backend
2. Automating test with end-to-end testing

## Notes

### Friends page

<https://github.com/luminous/GarylsWin/blob/master/app/GarylsWin/pages/Friends.tsx>

- expected functionality: viewing friends list, edit friend's list (block/remove)
- Actual functionality: viewing friends list, unable to edit friend's list (not connected to back end)
- Comments: button and fonts are imported from views files, functionality and format of buttons and fonts can be viewed there
- Issues: Buttons on Friends Page are Disabled
  - Description: Buttons and backend not connected on editing page
  - Cause: Author hasn't spoken to backend about connecting them or reviewed backend code
  - Fix: Check GarylsWinServer repo to understand functionality of blocking/removing friends methods and implement them
- Issues: Android Front Sync
  - Description: Fonts tested on Android simulators do not appear the same as on iOS simulators.
  - Cause: When importing the new font, it was added to the xcode project on ios
  - Fix: Pull from android, check for font. If it doesn't work, import font to android as well

### Pulling from backend:

<https://github.com/dtjong/GarylsWinServer/blob/master/src/index.js>

- expected func: pulling user's data with socket.on for front end
- actual func: front-end is able to execute commands to query or manage user's data such as "add\_friend", "get\_friend", etc
- user schema: <https://github.com/dtjong/GarylsWinServer/blob/master/model/userschema.js>
  - data is stored in json objects
- Issues: Secure function usage
  - Description: member functions should be used instead of static functions
- Issues2: Nonintuitive Error Strings

- Description: error strings are not really front-end friendly
- For example, "catch\_e" returns "e" isn't very intuitive

## End-to-end testing:

<https://github.com/luminous/GaryIsWin/tree/master/app/GaryIsWin/e2e>

detox

how

- npm install
- detox build

Might be helpful: <https://blog.logrocket.com/end-to-end-testing-in-react-native-with-detox/>

## Plan changes update from Front-end

- home page will be replaced with tab-bar
- issue: only avatars can overlap shapes or each other. Other than that, shapes and definitions cannot overlap.

## Action Items

finish one test case, one acceptance, and sample screens for monday artifact

All-hands monday meeting still happening 🤖

# 0511 All-Hands Meeting

Monday May 18, 2020 / 12:00 PM / ZOOM

## Attendees

Everyone - Rachel

## Agenda

- checking in

## Notes

- updated todos and in-progress on Trello

## Action Items

- vid/script

# 0524 All-Hands Meeting

Sunday May 24, 2020 / 5:00 PM / ZOOM

## Attendees

Everyone - Kim

## Agenda

1. code reviews: Testing and Tutorial
2. Fixed building on android

## Notes

### Testing page:

<https://github.com/luminous/GaryIsWin/blob/master/app/GaryIsWin/e2e/StartPage.spec.js>

- Expected functionality:
  - Testing to make sure the start page is visible
  - The signup and signin buttons should also be visible
  - TestID attribute on every view and referred to in the tests
- Actual functionality:
  - Running the detox framework should lead to each of the tests passing
  - Each file boots up a simulator to test
- Comments:
  - Try making one of these testers for each of the use case/user stories
- Issues:
  - Description: Don't have one for each use case
  - Cause: We have quite a few use cases, so it's taking a while to create an e2e test for each one of them
  - Fix: Set time aside to create an e2e test for each of the use cases we have

### Tutorial:

<https://github.com/luminous/GaryIsWin/blob/master/app/GaryIsWin/logic/Tutorials.tsx>

- Expected functionality:
  - Starts a tutorial for the user with 5 stages with increasing difficulty
  - Blurb on each stage to explain the game to the user
  - Winning a stage will automatically transition to the next stage until the last stage
- Actual functionality:
  - We have the 5 stages and they explain most of the major functions of the game
  - Winning a stage will take you to the next stage
  - You'll have to manually quit the tutorial once the stages are over

- Comments:
  - The tutorials are pretty straightforward; however, it's an easy process to add another tutorial board (they'll be hardcoded, and very similar to the other stages)
- Issues:
  - Description: The Stage Buttons should have their own visuals
  - Cause: They're just there for functionality, so making them look nice weren't a priority yet
  - Fix: Add a react-native component to make it pretty

### Things to Note:

- Challenging loading page after you challenge a friend
- Queue for the objects on the board

### Action Items

- Meeting on Monday still happening, but *an hour earlier* (so 11am)

# 0525 All-Hands Meeting

Monday May 25, 2020 / 11:00 AM / ZOOM

## Attendees

Everyone - Kim

## Agenda

1. Tie up ends

## Notes

- Tutorial buttons kind of off on android (cut off at bottom from navigation bar)
- Finish up the test cases and acceptance cases
- Random Matchmaking in progress (implement on the front end)
- Need to add an "is" connector on the game board
- Prioritize e2e testing
- Ranking system based on win rate (not elo)

## Unimplemented Use Cases

- No Match history
- No Viewing previous match states
- Chat system on hold (low priority)

## Video Ideas/Structure

- Could have a 1-minute ad with a tutorial of the game then the development process
- Everyone submit a short video of their introduction and title
- Cover some of the technology we used (diagrams and charts)
  - Document progress
- Mimic Baba is You ad?
  - Background music and narration
- Need a script/game plan for the entire video

## Action Items

- Check Trello Board and take on the tasks you want
- Submit a clip of your intro (name and role)
- Script the video
- Update use cases/user stories and rest of the artifacts to match



# 0531 All-Hands Meeting

Sunday May 31, 2020 / 5:00 PM / ZOOM

## Attendees

Everyone - Rama

## Agenda

1. Code reviews: Profile and Leaderboard
2. Get details ready for demo tomorrow

## Notes

- Ranking system is elo based:
  - Same ranking: +/- 50 based on win/loss
  - Different ranking: based on the difference between your ranking and your opponent's ranking

## Profile:

<https://github.com/luminous/GaryIsWin/blob/master/app/GaryIsWin/pages/Profile.tsx>

- Expected functionality:
  - Display the user's personal information/statistics and avatar
- Actual functionality:
  - Display the user's data and username upon directing to the page. However, changing the avatar on the profile page won't change it on the backend.
- Comments:
  - Used the socket to emit the user's data
  - Might just get rid of userId because there's no utility to it
  - Might make the username larger on the screen
  - Will remove the sign out button from the home page to keep it on the profile page
- Issues: Updating the user avatar
  - Description: The avatar associated to the user isn't updated when it's updated on the frontend
  - Cause: It hasn't been implemented on the backend
  - Fix: Update it on the backend and connect it to frontend
- Issues: Missing rank on profile
  - Description: The profile is missing the user's rank
  - Cause: Overlooked detail, but easily implemented
  - Fix: Implement it next to the rest of the user statistics

## Leaderboard:

<https://github.com/luminous/GaryIsWin/blob/master/app/GaryIsWin/pages/Leaderboard.tsx>

- Expected functionality:
  - Lists the top ten players in the game as well as the ranking amongst friends
- Actual functionality:
  - Can switch tabs between “Global” and “Friends” on the leaderboard to display the respective set of users and lists them from highest (top) to lowest (bottom) ranking
- Comments:
  - Might remove the rank and replace it with leaderboard placement (1-10)
- Issues:
  - Description: Missing header on leaderboard
  - Cause: Overlooked detail, but easily implemented
  - Fix: Only need to implement it on frontend

## Action Items

- Get “is” connector working for the demo tmrw
- Update the artifacts
- submit vid by wednesday midnight

# o6o7 All-Hands Meeting

Sunday June 7, 2020 / 5:00 PM / ZOOM

## Attendees

Everyone - Rama

## Agenda

1. Code reviews:

## Notes

- 

### Change App Icon:

[https://github.com/luminous/GaryIsWin/blob/master/app/GaryIsWin/assets/icon/create\\_icons.py](https://github.com/luminous/GaryIsWin/blob/master/app/GaryIsWin/assets/icon/create_icons.py)

- Expected functionality:
  - Changes the app's icon based on user's avatar
- Actual functionality:
  - As expected, the app's icon is changed on ios
- Comments:
  - Our app's icon background defaults to a transparent background but we added black tint to reflect our chosen color palette.
  - To fully fill in the app's icon, we had to zoom out on the avatar so that the icon can fully showcase each avatar
  -
- Issues:
  - Description: icons are not automatically registered unless we manually insert in xcode the project's infolist
  - Cause: Apple doesn't have access to each icon we design
  - Fix: Manually insert each icon into the info.plist file

### Post Match Rating Animation:

<https://github.com/luminous/GaryIsWin/blob/master/app/GaryIsWin/src/pages/PostMatch.tsx>

- Expected functionality:
  - After each match, the app animates the user's rating gain/loss and fades it out
- Actual functionality:
  - As expected, the rating fades out in 0.6 seconds
- Comments:

- We needed to use a package to animate the rating animation
- Issues:
  - Description: AnimateNumber is a package that is used to animate a user's rating. But the issue with using it is that it's not very intuitive and does not provide an easy way to display the animation without some manual calculations.
  - Cause: Needed a ticking effect in order to have the proper fade out but the package couldn't provide that
  - Fix: We had to manually calculate the values from the initial display value to the target display value

## Action Items

- None :)

you wanna submit the code review? i do a you do B?

Sounds good, alrighty

cool i got davin, pasha, myself, you, kat, sarah