

Team 26

# MEETING ONE 03/02

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03 FEBRUARY 2023 / 1:30 PM / HAROLD COHEN LIBRARY

## ATTENDEES

Navinder Waraich, Natalia Witkowska, Naomi Durkin, Jason Lika, Benjamin Cuello-Wolffe, Conlan Roberts

## AGENDA

### Last Meeting Follow-up

N/A

### New Business

- Introductions and ice breaker
- Go over project outline and timeline
- Discuss project ideas
- Choose a project topic
- Discuss project details
- Task delegation
- Introduction to Swift

## ACTION ITEMS

### 1. Introductions

- Introduced all team members to each other and played some group ice breakers (like Two Truths and One Lie) in order to get the group to feel more comfortable around each other

### 2. Project Overview

- Went over project overview by going through the pages on canvas together and informed ourselves on important deadlines for the project

- First deadline is requirement analysis which is due 18th February, we had a look at this section in more detail and discussed the parts required to put this together

### **3. Project Ideas**

- Had two main domains and discussed ideas (and their possible features) within each domain
- App
  - Game
    - 2D swift game
    - App that hosts various minigames
    - Recreate a classic game
    - Local 2 player games
    - Card games
    - Game examples: doodle jump, tetris, pacman, bubble popper, cookie clicker
  - Social Media - needs global persistent storage and APIs
  - Revision App
  - Productivity App
    - Habit tracker - checklist feature, earn points/coins for completing tasks, shop to buy items with points
    - Productivity timer like 'Flora' or 'Study Bunny' - points for being productive for longer, shop to buy items with points
  - Journaling App - journal entries, drawing pad to add doodles to your entries
  - Travel tracker - annotations on map of places you have visited, % of the world traveled, travel wishlist, photos of places you have been to
- Website
  - Website that hosts minigames (like Friv)
  - Booking system (like library booking system)
  - Revision website

### **4. Final Project Idea**

- The whole team agreed to go with an app as most of the members did COMP 228 last semester and were comfortable using Swift.
- We discussed some ideas further, excluding them if we believed we could not make it work in the time frame we app

- The final project idea we decided on is a Travel Log app. This is a combination of the journaling and travel app.

## **5. Project Details**

- The idea is that there will be a main page with a map. The user can click on the map to add annotations and for each annotation, they will be able to enter a journal entry for it and attach pictures they took at that place.
- There will be a plus icon which will create a new entry at the user's current location.
- The user can view their journal entries on the journal page or by clicking on the map annotations
- Will add more features depending on how quickly we get the main ones implemented. Possible features include:
  - Sticker packs which can be used to add stickers to your journal entries and make it look aesthetically pleasing, can be bought using coins earned from making journal entries
  - User can add pictures of each place they visited in their journal entries
  - A settings page which will have the user's current settings and a privacy overview
- Project title will be decided on the groupchat by next week.  
Current ideas:
  - Travel Journal
  - Travel Log
  - Journey Records
  - Odyssey Notes
  - Odyssea
  - Voyage Vibes
  - Trip Track
  - Roam Record

## **6. Task Delegation**

- We will focus on one task each for the first week and complete the rest in the second week
  - Project Plan - Natalia
  - Aims and Objectives - Naomi

- Development and Implementation Summary - Ben
- UI Design - Navinder
- Ethical COnsiderations - Jason
- Testing and Evaluation - Conlan
- All of the allocated tasks are to be completed by the next meeting
- We have created a Google Doc where we can see each other's progress in real time and help each other if needed. Google Doc includes a placeholder for our project title, names of all the team members and heading for each section required with a summary of what the section is and the marking criteria for that section.
- Background reading will be carried out by all team members this week while they are completing their delegated task, links to articles or other sources will be sent to the groupchat or pasted to the Doc and this will all be put together in the second week
- The rest of the tasks required for the requirements submission will be allocated next week

#### 7. Introduction to Swift

- We moved to the Mac Labs in the George Holt Building for this part of the meeting.
- Introduced the two members who have not done Swift before (Naomi and Conlan) to basic concepts and helped them create some basic apps such as a 'Hello World!' app, a 'Hello You!' app and a simple table application
- The two members now feel confident in creating basic applications on Swift and will look over some more concepts in their own time

## NEXT MEETING

Wednesday 8th February at Harold Cohen Library, time TBC