Meeting Minutes – Capstone Meeting 2

**Location:** Room 205C

**Date:** January 13, 2017

**Time:** 3:40 PM

## Attendance

Chris MacIsaac

Ash Julian

Matt Taylor

## Agenda Items

1. **Meeting Brief**

Originally the client hoped for the team to create a project as an application for a phone (i.e. Android devices). After discussing with the course instructor it was decided a web based application might be a better option. This would allow for access from any phone or tablet (versus just an android device previously) and solve some of the issues that arose from needing a server to communicate between competition members as well as potential lag with timers. Client agreed with the suggested changes and was happy to hear that the new application would run on any device.

1. **Project Discussion**
2. Client mentioned that he had been speaking with John Garden, a technical director with experience in the field. He mentioned using OWLCMS to run his own applications for meets. This could be helpful to the team as it’s open source and could work well for this project. It was also noted that the team could meet with John Garden if they so desired.
3. It was decided that the baseline success of the project would be determined by developing an application that allows the judges to place a vote and having an arrow drop to show the competitor that they are able to drop their weight with little to no lag. Other features such as competitor visuals and coordinator data entry are considered “bells and whistles” but would be greatly appreciated.
4. Some additional features that would set the app apart include: an archive of judge decisions, a distinct and consistent beep sound for every 30 seconds on the timer (60s, 30s, 0s) and a reset button for coordinators to set after every round to allow the judges to vote again.
5. Team mentioned creating a high fidelity mockup for the client before moving onward with inner workings of the application so that the client can provide input before things become difficult to change and/or implement.
6. Team explained user stories to the client, “As a *user* I would like to *do something* so that I can *accomplish something*.” Client was happy to put himself in the judge, coordinator and competitor’s shoes and think of some user stories for the team but needed some time to think of these.
7. **Wrap up**

Team mentioned the app needing to be tested extensively so that they would be confident that it was going to work when they weren’t around. Client suggested grabbing some students and having a pretend competition in the gymnasium where the team could test the app in real time. Team agreed that this was a good idea.

## Action Items

1. Research OWLCMS.
2. Define user stories from the users’ perspectives.

## Notes

Team will need to take some time to research OWLCMS and Node.js to determine which is the better option for the project.