CS 346: Meeting Minutes

Date: March 15ᵗʰ, 2023   Team: 204

Present: Avesta (Virtual), Mikail (Virtual), York (Virtual), Edward

Absent:

Agenda

1. Go over tickets and provide clarification.

Notes

Everyone consented to having a virtual sprint kickoff conducted over Discord.

1. Attributes should be edited on components, do not resend a component fully **(Avesta)**

    a. Attributes currently in mind are: Size, position, colour, stroke thickness

    b. There will be more attributes, York will create an abstraction for all properties

2. Attribute Wraper to edit attributes of components: **(York)**

    a. Will wrap a type (offset, int, etc)

    b. Should have methods like .value, .listen, .update, .confirmed

3. Login error messages & Developer Menu **(Edward)**

    a. Finished developer menu for changing from localhost to production

      b.   Edward to sync up with Avesta for service responses for login to give better error messages

      c.   Edward to pair program with Avesta & York on their tickets

4. Chat feature (**Avesta & Mikail**)

      a.   Avesta already implemented backend and client connection

      b.   Mikail to begin implement UI on backend

      c.   No need to persist chat history. We only see the messages that were sent when you were in the chatroom.

5. Making multiplayer smoother (**York**)

Decisions

1. Action processing should be in real-time on client.

      a.   i.e., We should send updates as you are moving your mouse not when you are finished moving it for move and resize updates

2. Avesta can get started on the attribute wrapper if he finishes his attributes work early and can take over that from York

3. Chat should have timestamps

4. If we have bandwidth, let's create a script to autogenerate installers for every platform.

Actions

Aside from the tickets assigned in gitlab, the following provides the group with specific caveats to keep in mind this sprint.

1. Revisit client-side performance next sprint

      a.   Make certain components composable based on certain conditions. i.e. we will not recompose components if states do not change

2. Edward to sync up with Avesta for error messages for login. Although highlighted in PRs previously merged, Avesta will validate.

3. Mikail to sync up with Avesta and pair program for adding timestamps to chat service.

4. Avesta to sync up with York for attribute work for a brief high-level discussion.