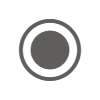
**Meeting in \_Group 25\_-20231103\_124226-Meeting Recording**

November 3, 2023, 12:42PM

14m 51s

 **Anthony Edwards** 0:03  
OK, So what we're gonna do for this call? We're gonna do a stand up, which is a short meeting from Agile Project management methodology.

 **(s) Eli Bowen** started transcription

 **Anthony Edwards** 0:15  
I then just want to make sure that you all have a good idea of your app idea and then understand if there's anything you need from me to move forward. Does that sound OK?

 **(s) Riley Coulstock** 0:26  
Yep.

 **(s) William Harding 1** 0:26  
Yes.

 **(s) Eli Bowen** 0:27  
Sounds good.

 **Anthony Edwards** 0:27  
Brilliant. In case anybody's not aware, a stand up is a short meeting that is usually done at the beginning of a work day. So in the company I used to work for start of everyday we'd all be standing up with a cup of coffee in our hand and going through one of these meetings. Typically they only take a minute per person, but sometimes they go a bit longer.  
In the meeting, you are highlighting what you've done since the last time you all got together. What you're working on now, and then anything that you're stuck on.  
So what you have been working on what you are working on and what you're stuck on. If there's anything and the stuck on might just be a quick question just to unblock you. All right? So who would like to go first?

 **(s) Riley Coulstock** 1:21  
I'll go first.

 **Anthony Edwards** 1:23  
Go for it.

 **(s) Riley Coulstock** 1:24  
So so far.  
I have recorded.  
Umm, our first meet up before this meeting, it was on Wednesday, was it?

 **(s) William Harding 1** 1:38  
Yeah, Wednesday.

 **(s) Riley Coulstock** 1:40  
And I kept track of the things we were developing in the time frame we were in labs.  
Alongside myself and Ben, we worked on the Trello board.  
Where we got.  
Background tasks the minimum viable product. Any potential add-ons as well as a key to make things easier to read.  
We then started working on the user stories.  
And then I think.  
We plan to do in the future is.  
Umm.

 **Anthony Edwards** 2:18  
I said not not about the future. What are you stuck on? That's all.

 **(s) Riley Coulstock** 2:19  
But I'm sure the president is it.  
We're stuck on.  
I don't think I have any problems with what I'm stuck on for now. I think I know where we're going, yeah.

 **Anthony Edwards** 2:29  
OK.  
Nice. Perfect. Thank you. Who would like to go next?

 **(s) William Harding 1** 2:37  
I can, I guess.

 **Anthony Edwards** 2:38  
Go for it.

 **(s) William Harding 1** 2:39  
Also on that meeting on Wednesday, I was working on the architecture document for the solution where I was outlining the different components of the solution, how everything interacts with each other with a couple of graphics showing like how requests work and what different layers they go to. And I was just generally outlining everything for the so that Ben could look through and transcribe it to the Trello as a product backlog and stuff. We need to do.

 **Anthony Edwards** 3:10  
Are you stuck on anything?

 **(s) William Harding 1** 3:13  
Not currently my. I'm maybe just expanding on that document, researching what we could further do with the system.

 **Anthony Edwards** 3:23  
Sounds good.  
Who's next?

 **(s) Eli Bowen** 3:28  
I've helped to sort out GitHub, so I've done the readme file included some links so that everything's all in one place.  
Also, I've been learning how to use Docker, so again it all sets up my computer 'cause. Obviously my computer's going to be hosting this cloud server, so I've been setting all that which have been a bit of a challenge, but getting there.  
And yeah, so.

 **Anthony Edwards** 3:50  
Oh, anything you're stuck on.

 **(s) Eli Bowen** 3:54  
At the minute, just setting up Docker really.  
And once that's done, it'll be simple enough I guess.

 **Anthony Edwards** 4:00  
Yeah, Doc is one of those things. You bash your head against the wall for quite a while with it, and then it just goes. And you never want to use anything else again. Honestly. So yeah. Persevere.

 **(s) Eli Bowen** 4:06  
And I think just works.  
Yeah.

 **Anthony Edwards** 4:13  
Benjamin last but by no means least.  
You're muted by the way.

 **(s) William Harding 1** 4:23  
Oh God.

 **(s) Benjamin Sanders-Wyatt** 4:23  
Hello.

 **Anthony Edwards** 4:24  
I ask that.

 **(s) Benjamin Sanders-Wyatt** 4:25  
Tyson levels, OK.  
Yeah. So it's been mentioned before, I basically did a lot of the Trello stuff.  
Started working on the sprints plans. Try to get that.  
Just laid out so we could add to it and actually get it all plugged out.  
Yeah, that's been doing it at the weapon. I think we're stuck on, I think.

 **Anthony Edwards** 4:47  
Nice. See how easy that was. And as you get into development tasks generally these meetings are more and more valuable and but I do recommend you do this at the start of any time you get together and just make sure everybody's on the same page. And if anyone's not pulling their weight, you realise quite quickly if you do that, that mean don't anticipate that being a problem with this team, but it's worth there worth highlighting.  
OK, so where are we in terms of planning? We've got our Git set up, we've got Trello board.  
We've got some documents flying around. This all sounds good.

 **(s) Benjamin Sanders-Wyatt** 5:22  
Are.

 **Anthony Edwards** 5:26  
Have we got user stories? Did somebody mention those?

 **(s) Riley Coulstock** 5:29  
Yeah, we we are currently developing user stories with separate trailer board.

 **(s) Benjamin Sanders-Wyatt** 5:29  
Yeah.

 **Anthony Edwards** 5:33  
Nice have.

 **(s) Benjamin Sanders-Wyatt** 5:33  
We've we've done a bit, but he didn't work on it.

 **Anthony Edwards** 5:36  
Have you incorporated a user's story map into that process?

 **(s) Riley Coulstock** 5:42  
No, it's just been a case of I am so and so I want to do this. That yeah, this is the very basic one.

 **Anthony Edwards** 5:43  
Alright, so I'm.

 **(s) William Harding 1** 5:45  
Thank.

 **Anthony Edwards** 5:49  
Perfect.  
That. That's perfect. That's it's great. And so use a story. Map is a great tool to sit in between you coming up with these ideas and having a set of prioritised user stories. And that's the purpose of it.  
And the value in creating one is the conversations that happen along the way. Now you're really lucky because you've already done half of the work, which is brilliant.

 **(s) Benjamin Sanders-Wyatt** 6:14  
Yeah, we all. We already kind of prioritise stuff in the Twilight Board, but it'll be easy to we already kind of prioritised what we wanted while doing the trailer board.

 **Anthony Edwards** 6:19  
Say that again.  
Nice. Just all wanna share that while I'm talking. Just throw the trailer board up.

 **(s) Benjamin Sanders-Wyatt** 6:28  
Yes.

 **Anthony Edwards** 6:30  
So the user story map helps you have the conversation around that, prioritising in a more intuitive way.  
Bit of a vital product.  
So what's the add-ons here?

 **(s) Riley Coulstock** 6:47  
So is.

 **(s) Benjamin Sanders-Wyatt** 6:47  
Everything does not MVP.

 **(s) Eli Bowen** 6:47  
7.

 **(s) Riley Coulstock** 6:50  
Oh.

 **(s) Eli Bowen** 6:52  
They're just like extra things that aren't part of the like minimum viable product, so extra things that we could do.

 **(s) Riley Coulstock** 6:56  
So yeah, so the at its core, it just needs to be remote file.

 **(s) Benjamin Sanders-Wyatt** 6:59  
That's a bit of a bum.

 **(s) Riley Coulstock** 7:04  
Like sending and receiving.  
Umm. And then once we've got that figured out, we can then go through the list from top to bottom. Could we've labelled it with high priority, low priority Medi priority as terms to how kind of enthusiastic are we to incorporate this into the project. We've also done like a Kanban system, so you see the red, green and yellow kind of like is it done doing or to do.  
Yeah.

 **Anthony Edwards** 7:32  
Nice. I like it. You've got all the stuff that it looks different to what I would have expected, but all of the stuff I would expect is there if that makes sense.

 **(s) Benjamin Sanders-Wyatt** 7:41  
Alright.

 **(s) William Harding 1** 7:41  
Hmm.

 **Anthony Edwards** 7:42  
It's, you know, you're doing it your way. That's cool.

 **(s) Eli Bowen** 7:45  
And then we've also got some basic user stories here as well. Still working on that but.

 **(s) Riley Coulstock** 7:48  
Yeah, we we haven't quite finished that, I think.

 **(s) Eli Bowen** 7:51  
Hmm.

 **Anthony Edwards** 7:51  
OK. Yeah, you're in the perfect place up.  
You are in the perfect place. You've got everything you need. So if you take that MVP features, you have that column with your MVP features.  
Start with that and throw those as notes onto a mirror board and then have.  
Instead of using a.  
Release structure for your user story map. Just map it to sprints so you're in the middle of Sprint one now, aren't you? Yeah. So your fast Sprint is all about research and planning and getting the framework in what you're going to do in Sprint 2IN that two week block. That's what user story map will help you break that long list of features that.  
There's loads of great tools online about user story maps, and there's some really great videos on YouTube about it I don't think.

 **(s) Riley Coulstock** 8:48  
Hmm.

 **(s) Eli Bowen** 8:53  
We've we've done this already.

 **Anthony Edwards** 8:56  
Nice.

 **(s) Eli Bowen** 8:58  
So I already had a that or something.

 **Anthony Edwards** 9:00  
Oh, you are because you got nothing to worry about with this team, have I?

 **(s) Riley Coulstock** 9:03  
Ha ha ha ha ha.

 **(s) Eli Bowen** 9:04  
It's.

 **(s) Benjamin Sanders-Wyatt** 9:05  
It's a good sign.

 **Anthony Edwards** 9:07  
So is this gonna be a living document or is this something you're just gonna do and then move on?

 **(s) Benjamin Sanders-Wyatt** 9:13  
I think it's quite nice.

 **(s) Eli Bowen** 9:13  
Probably adapters we go.

 **(s) Riley Coulstock** 9:14  
Umm.

 **(s) William Harding 1** 9:14  
Hopefully a living document.

 **Anthony Edwards** 9:17  
Yeah.

 **(s) Riley Coulstock** 9:17  
Yeah, we could see like how it's changed over time.

 **(s) Benjamin Sanders-Wyatt** 9:17  
Yeah.

 **(s) William Harding 1** 9:18  
Yeah, like.  
Yeah, like the technology section, we can update that as we like research more and more technologies that could help us throughout the project. Like so far I've put on there asp.net for Web AP is bootstrap for the front end and C# socket applications for like back end communication between the different services could also use like HTTP requests all sorts.

 **Anthony Edwards** 9:41  
Yeah.

 **(s) William Harding 1** 9:42  
It's it's still all up in the air for what we're actually gonna use currently.

 **Anthony Edwards** 9:46  
Yeah, and that's that's great. That's good. That's why this is a living document, right 'cause these.

 **(s) Riley Coulstock** 9:50  
Yep.

 **Anthony Edwards** 9:52  
Perfect. I love seeing this this great. You got mirror already? Lovely.  
User interface.  
Cool. So I think what would be good to see is what you're stealing from your competitors.  
So I understand what Dropbox is. I understand what Google Drive is.

 **(s) William Harding 1** 10:14  
Right.

 **Anthony Edwards** 10:19  
I'm putting myself in the shoes of a layman here. OK, but I don't know what a secure storage thing would be.  
As your stupid client, it'd be really nice to see some.  
Screenshots of competitors, for example, and drawing out which parts of the user interface that you like, because that could really help you shape that user interface and you might find that, oh, we can't do that with bootstrap. Maybe we need to look at something else.

 **(s) William Harding 1** 10:47  
All right.

 **Anthony Edwards** 10:48  
There's little things like that.

 **(s) William Harding 1** 10:51  
Hmm.

 **Anthony Edwards** 10:51  
You can do anything in bootstrap, but it might be easier with it with something else.

 **(s) William Harding 1** 10:54  
Yeah.

 **Anthony Edwards** 10:58  
So use these mirror boards as a way to, you know, plate ongoing research and information.  
Especially if it is visual, because it's a really good place to educate your stupid client.  
On what it is that you're building, all right.  
But again, there's no right or wrong answer of what should go on to that. It's whatever helps you.

 **(s) William Harding 1** 11:23  
Yeah.

 **Anthony Edwards** 11:24  
Are there any questions that you have for me?

 **(s) William Harding 1** 11:29  
Not currently. None that I can think of.

 **(s) Riley Coulstock** 11:33  
No questions.

 **(s) Eli Bowen** 11:36  
The.

 **Anthony Edwards** 11:36  
Oh, cool. That's what I like to hear. I think that as a team, you seem to have your head screwed on and you seem to all be pointing in the right direction. And I've got really good gut feelings about you all working together. I'm really glad to see you've decided to do this.  
Rather than go work for different types of client, it's going to be.

 **(s) Riley Coulstock** 11:54  
Thanks.

 **Anthony Edwards** 11:57  
So something I've been saying to all of the teams and I'll say it to you as well. I am unlike any other person who stood in front of you in an education context before. OK. And by that, I mean all of your teachers at school were teachers, and that's what they did for a living. All of your college lecturers were lecturers, and that's what they did for a living. All of your university lecturers, besides me do it for a living. And that's what they do. And that means they're stuck in this little academic bubble.  
Which comes with a sort of a way of working. OK, I don't work that way. Generally speaking, right? Usual university rules apply course, but I would much rather we keep an open dialogue using teams and get lots of rapid feedback. So if you have a question tomorrow night at 10:00 o'clock, drop it into teams and I will answer it when I see it. And I see teams quite quickly.

 **(s) William Harding 1** 12:45  
Yes.

 **Anthony Edwards** 12:57  
And I will unblock you as quick as I can.  
OK.  
See this more as a work relationship rather than a relationship between Electra and some students. OK.

 **(s) William Harding 1** 13:11  
Hmm.

 **Anthony Edwards** 13:13  
I do this for fun.  
I don't do e-mail pubs right, so make take advantage of that because you'll get a much more representative view of what it's like working in industry on this project, working with me than you will. OK. So if you're used to feeling nervous about getting in touch with lecturers and waiting for responses, they'd be dropping to teams. If you want a question answered, ask it and I'll try and answer it. If you're stuck on something.

 **(s) William Harding 1** 13:17  
Fair enough.

 **Anthony Edwards** 13:47  
Tell me if you need feedback on something you're not sure. Tell me. Ask for it. I would much rather spend those lots of little 2 minutes.  
Then you wait 10 days for a basic answer to a basic question. All right, that makes sense.

 **(s) Riley Coulstock** 14:02  
Yep.

 **(s) William Harding 1** 14:02  
Yes.

 **Anthony Edwards** 14:06  
So if there's nothing else, I'm gonna love you and leave you 'cause. It sounds like you. You know what you're doing?

 **(s) Riley Coulstock** 14:12  
Thank you.

 **Anthony Edwards** 14:13  
For this but keep me.

 **(s) William Harding 1** 14:14  
Yeah. Think that's about it.

 **Anthony Edwards** 14:17  
Yeah, you can close the curtains again.

 **(s) William Harding 1** 14:19  
Yeah, I can. Let's go.

 **(s) Riley Coulstock** 14:19  
Well.

 **Anthony Edwards** 14:22  
Nice. Alright. Well, have a nice weekend, folks. Super excited to see how this comes together and like I say, look at chat. Let's keep this moving, all right?

 **(s) William Harding 1** 14:25  
You too.  
Yep, have a good day. Bye.

 **Anthony Edwards** 14:34  
Cool. See you later.

 **(s) Benjamin Sanders-Wyatt** 14:34  
Just.

 **(s) Riley Coulstock** 14:34  
Alright, thank you. Bye bye.

 **Anthony Edwards** left the meeting

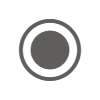
 **(s) William Harding 1** left the meeting

 **(s) Benjamin Sanders-Wyatt** left the meeting

 **(s) Riley Coulstock** 14:41  
Do you wanna cut recording?

 **(s) Eli Bowen** 14:43  
I don't do that.

 **(s) Riley Coulstock** 14:46  
For some up top.  
Actions recording and transcribe stop recording.

 **(s) Eli Bowen** stopped transcription