Meeting scheduled for 8pm
In this meeting, we shall: go over what has been done by everyone for the backend & what will be done by everyone for next week. We will also discuss whether to start frontend next week, and if yes, we'll do a size estimation and assign the tasks.

Participants: Yujian, Walter, Parit, Shang Zhe, Richard

Yujian has received 3 interviews and brings up some common feedback. The editing button on the top of the banner was unclear. Interviewees appeared to delete cards one by one before discovering the batch edit mode (pencil icon on the banner).

2/3 participants said that they were unsure what the icon (pencil) stood for. Another trend is that the cards appeared too large. One participant mentioned that the tiling looks great on a windowed dimension, but too large on the fullscreen. Yujian also wanted to make the tiles and fonts smaller in general. He is currently compiling their feedback on Confluence before sharing it on Git as well.

Some interviewees liked to see more tiles, the majority would appreciate slightly smaller tiles. Laptop screens (15-6inch) have much better view. May need to be adjusted. Yujian and clients marks that the platform should begin on website size, but responsive design needs to be considered.

Mobile prototypes received similar requests for smaller business card tiles. Richard mentions that their sizes are too big on mobile. They will have to be changed.

Card fields was brought up by Walter and a solution was carried forward by Shang Zhe. The client said can add notes to cards. This has not been implemented in the backend. However, the prototype lacks fields. Discussion to have notes be treated differently from fields in the front end is a 'back-end hack', says Richard. An issue could be opened to implement notes if required.

Going over the back-end to sus out what's left to do:
• Implemented: Cards, Login / Register, Me
• Required: Middleware for request sizes.

Walter suggests that we can begin front-end. Effort can be put into creating a scaffolding structure / layout of components. Or even creating their requisite smaller components before the team can split task and implement logics, designs, etc…

ShangZhe mentions that through using FluentUI to implement components quickly. And using components to stitch pages together. Richard and Walter inquire Shang Zhe about CSS capabilities, in relation to Themes. Shang Zhe mentions that Themes will be compiled into CSS. Using a theme provider you can change the colours of the entire website. In FluentUI you have to use the function merge styles which appends css styles together.

Shang Zhe brings up: fluentui/README.md at master · microsoft/fluentui (github.com)
https://developer.microsoft.com/en-us/fluentui#/controls/web/panel

Richard and Yujian make a case on having the sliding panel push on the tiles (reordering them) rather than having it float over cards the users may find disturbing. The team decides that this should be the case – allowing the card details panel be inline – in order to allow users to browse cards while viewing details.

Other notable solutions are having cards grow from up to down, left to right, scrolling horizontally so that the hover would not be a big problem. Yujian finds this a notable alternate solution but leads to other problems such as requiring a fixed row height. Another point for Yujian to consider was the image editing / removal controls in the panel's editing mode, that to account for clearer UI and mobile phone support, controls should be shown rather than 'discovered.'

Walter brings up the teams capabilities to establish new ground with the front end. Through defining the components necessary in the code as stubs, is enough scaffolding for the coding to be divided. Shang Zhe concurs with needing to define such a component hierarchy as a team activity, in order for members to be informed. It is decided to meet at 2-3:15, and 4:45 to 5:30 pm Monday the 30th of August to do so. Afterwards size estimation for tasks can be carried out and teams split.

Walter carries out some issues management on the Github.

Meeting ended around 10:40pm.