

## Meeting Minutes 10-5-20

### In attendance:

Cody Uhi  
Derryck Dunn  
Daniel De La O  
Spencer Sundrud  
Stephen Kendall  
Kent Rancourt  
Taylor Thomas  
Ronan Flynn-Curran

### Agenda:

1. Finalize expectations for the hourly requirement which starts this week. Do we want flexibility or established assignments? Begin thinking about the Gantt chart (Cody)
  - a. Derryck: Flexible
  - b. Daniel: Flexible
  - c. Spencer: Flexible
  - d. Stephen: Established
2. Discuss how the Brigade tutorials/tool usage has been (Everyone)
  - a. Error messages that we have experienced
3. Determine peoples' level of comfort in Angular and create a plan to become adept (Students)
4. Discuss what functionality should be prioritized based on time constraints (Sponsors)
  - a. Logging in/logging out
  - b. Event management stuff
  - c. replicating what currently exists with Kashti using the new API
  - d. Performing write/edit access stuff to Kashti
  - e. Project management capabilities
5. Discuss the Project Definition Document assignment (Cody)

### Action Items:

1. Finalize and submit the Project Definition Document
2. Join the Kubernetes slack (brigade channel)

### Project Definition rough draft:

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### **The Kashti 2.0 team (Students):**

Cody Uhi  
Daniel De La O  
Derryck Dunn

Spencer Sundrud  
Stephen Kendall

**The Sponsor:**

Kent Rancourt  
Taylor Thomas  
Microsoft

**The Coach:**

Brandt Redd

**The Customer:**

The Brigade/Kashti Open Source Community

**Project Objective Statement:**

Create a web-based User Interface (UI) that offers full functionality for the Brigade event-driven scripting platform by the end of April 2021.

**Introduction:**

Microsoft and the open-source community (the sponsors) have built a event-driven scripting platform called Brigade which allows users to connect arbitrary events with arbitrary actions by running scriptable, automated tasks in the cloud as part of a Kubernetes cluster. The first version of the backend application (Brigade) is being iterated upon to improve functionality and add features. Because the Brigade backend is being improved, the User Interface (Kashti) must also be updated and improved to expand its feature set and match those of the Command Line Interface (the problem).

Our team will be primary contributors to the creation of the User Interface. The sponsor requires that our team build an improved version of Kashti that supports full functionality for Brigade 2.0 by the end of April 2021 so it can be presented at Kubecon in Summer 2021 (the vision).

**Research:**

Since Brigade and Kashti are currently already in production, the use-cases for the application have been well-defined by its users. User feedback and developer input has been consolidated and refined in [The Brigade 2.0 Proposal](#), which outlines the new features and functionality that are to be included in Brigade 2.0.

User comments in GitHub forums are the primary research source identified in the proposal. Usability issues are a common complaint by users in interacting with the CLI. Brigade 2.0 hopes to address those usability issues. Users also observe that the Kashti UI's read-only implementation restricts its usefulness in achieving the diverse use-cases of the application.

As a secondary research source, the Kashti 2.0 team will take inspiration from the current implementation of Kashti and build upon it. The following similar event-driven scripting platform UIs could all serve as potential secondary research sources for our design of Kashti 2.0's UI:

- [Kubernetes web-based dashboard](#)
- Docker Swarm's [Swarmpit](#)
- Hashicorp's [Nomad](#)
- [DC/OS](#)

Creating Kashti 2.0 will offer value to Brigade users because it will increase accessibility to Brigade's functionality for a wider customer base. Implementing a browser-based UI alternative to Brigade's CLI increases user involvement allows for a visual analysis of running jobs and resources and makes it easier to communicate abstract actions to non-technical personnel. In other words, as outlined in Open Professional Group's "The Importance of User Interface", Kashti 2.0 will improve the following characteristics of the application:

- Clarity
- Conciseness
- Familiarity/Intuitiveness
- Responsiveness
- Consistency
- Attractiveness
- Efficiency
- Fool-proofness

See "[The Importance of User Interface](#)" for more information (Open Professional Group, 2020).

In order to succeed in this endeavor, the Kashti 2.0 team will need the support of the Brigade 2.0 developers as the web UI's functionality is built to compliment the CLI's functionality through the use of an API. Therefore, as outlined in Brigade 2.0's development plan, the Kashti 2.0 team requires the completion of Brigade 2.0's API by the end of December 2020. Throughout the development process, the Kashti 2.0 team will find success by meeting regularly with the sponsors to re-sync expectations and provide coaching to improve the quality of the product. Furthermore, the Kashti 2.0 team will need access to development environments where Brigade is running which shall be funded by the sponsor.

### **Requirements:**

The requirements listed below by the groups they pertain to are determined by the information provided in the sections above.

- The Kashti 2.0 Team
- The Sponsor
- The Coach
- The Customer