

CodeBreakers Meeting #1

Friday, 11.06.2015 - Ingalls meeting room

Recorder: Felipe Garcia de la Ossa

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Attendees

Felipe Garcia de la Ossa

Eduardo Portet

Nancy Castellon

Dana Szapiro

(everyone in the group)

Agenda

1. Introduce team members to one another
2. Brainstorm ideas for the app
 1. Nancy and Felipe have ideas prepared
 2. decide which idea we will work on + one backup project (in case the first idea fails)
3. Decide on a name for the app (this is a preliminary name)
4. Decide how much of the project is both feasible for the time span of the project and suitable for the team's level of experience
5. Assign roles for each team member
- 6.** Set each member's goal and select a time and topics for the next meeting

Notes

- Ideas:
 - snapchat that doesn't erase messages as fast

- how is this actually different from snapchat itself?
- model networking app
 - there are plenty of people trying something like this already
 - how are we to stand out?
- app for users to share “moments”
 - very impressive if we manage to pull this off
 - highly marketable
 - part of an even greater idea that looks good
- 3D scanner from camera that can output to a 3D printer
 - immediately discarded because of complexity in image processing and in creating a virtual 3D world
- Unit converter
 - not the average unit converter but an SI unit converter
 - i.e.

$$\text{kg} * \text{m} / \text{s}^2 = \text{N}$$

etc...
 - easiest to perform + would help us with physics homework
- Preliminary Winner: “NowCast” (the moment sharing app)
 - All group members agreed and seem interested
 - Consists of a platform that permits users to share “moments” with their friends and prompt those friends to share their moments too
 - *derived from the idea from NowCast (felipe has the documents describing the original concept)*
- Backup idea: a platform for models to display their work
 - an image library where models can upload the pictures they want, average users can browse through the pictures and scouts can get in touch with the models
 - easier to execute so in case we decide NowCast is too advanced or takes too long we will go with this
- If all else fails: the unit converter

- is the simplest app
- Group roles:
 - Felipe Garcia de la Ossa
 - Project Lead
 - Documentation Manager
 - Dana Szapiro
 - GUI Designer
 - Nancy Castellon
 - Interface Designer
 - Eduardo Portet
 - Processing Designer

Next Meeting Agenda Items

Next meeting date: Thursday (11/12) or Friday (11/13)

- if no time can be set among at least 3 members then the meeting shall take place saturday at around noon
- who ever does not attend must talk to the leader in advance and let him know about the completion of his checkpoints

Location: Ingalls (preferably)

Goals for the week:

- Nancy and Felipe
 - contact friends who are programmers to ask about where to start building an app
- Leader (Felipe)
 - build a timeline for the project and select the crucial dates
 - this dates include when objectives should be completed, what to do if there are not completed in time and the date we must decide if we continue with NowCast or drop it
 - assist anyone who needs it
 - investigate about resources and key people who can help us
 - using open source code is valid for the project
 - figure out exactly how this works to **avoid plagiarism** and its consequences
- Manager (Felipe)
 - start working on the marketing/business aspects of the app

- target market
 - revenue streams
 - expected and initial
 - business plan
 - have at least a business model canvass ready
 - promotional video
 - outline introduction video
- Processing (Eduardo)
 - determine what needs to be done to complete the backend of the app
 - decide if the project is within our skill level
 - find out who can help us with such project
 - the real app needs servers to manage the moments and communicate within users
 - what are we going to do about this?
 - since this is most likely the hardest part, Felipe is to assist Eduardo
- GUI (Dana)
 - decide on a look for the app
 - design a rough sketch of how the app would look like
 - decide how it should look like for the project (most likely we won't have the time or experience to build a professional looking app so this should be taken into consideration, a rough look and feel should be designed)
 - investigate about what coding is required to complete this task
- Interface (Nancy)
 - learn about what her job actually is
 - determine what needs to be done to complete the frontend of the app
 - decide if the project is within our skill level
 - find out who can help us with frontend
- **Any issue anyone has or any help anyone needs in completing his checkpoints Felipe is to help first since his job requires the least coding**

CodeBreakers Meeting #2

Friday, 12.4.2015 - Ingalls meeting room

Recorder: Felipe Garcia de la Ossa

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Attendees

Felipe Garcia de la Ossa

Eduardo Portet

Nancy Castellon

Dana Szapiro

(everyone in the group)

Agenda

1. Build from the idea we agreed on
2. Brainstorm ideas for the app
 1. We want to create a new social media app
 2. How can we make it simple yet attractive to the users
3. How are we going to keep track of our progress?
 1. Felipe has agreed to keep a time line
 2. Each of the members must communicate every so often
4. Decide if there will be changes in the design of the app based on the member's experience
- 5.** Set each member's goal and select a time and topics for the next meeting

Notes

- Where are we going to start?
 - Find YouTube videos to start downloading Android Studios

- Make sure that every member has the program running
- Find YouTube videos on tutorials on how to use and create an app
- The tutorial videos in YouTube are very simple so we need to search other sources
 - Find other websites
 - Ask more experienced people
- Found some sample code
 - Try to understand what it does, how it does it, and how can we apply it to our app
- Discuss what each of us found and what can we learn from it
 - Is it what we need?
 - Felipe found a video on YouTube that explains how to understand XML
 - Dana found a website that explains the basics of Java
 - Eduardo found a friend that knows understands Java and got him to help us
 - Nancy found some websites that explained how to use Android Studios
- Implementing the information found
 - From what we found, we feel confident to start building the code
 - Since we know how we want our app to look we will focus on keeping centered in our idea

Next Meeting Agenda Items

Next meeting date: TBA

- Must find a time that is convenient for all members
- who ever does not attend must talk to the leader in advance and let him know about the completion of his or her checkpoints

Location: Ingalls (preferably)

Goals for the week:

- See what each of us has created
- Try to fix any issues that any member is having
- See if any modifications must be made to the original design
 - See if our app is going to be too complex

- Can we get the app to access the camera?
- How can the user share his or her images with friends
- Check if we have found examples of code that will make the app behave the way planned
- Make sure that everyone in the group is keeping up with responsibilities

CodeBreakers Meeting #3

Recorder: Felipe Garcia de la Ossa

Date : December 5th

Attendees

Felipe Garcia de la Ossa

Eduardo Portet

Nancy Castellon

Dana Szapiro

(everyone in the group)

Agenda

1. Finalize the application
2. Need to make sure that the app does what it is supposed to do
 1. Test the app
 2. decide if there are changes to make
3. Decide on a final name for the app
- 4.** Start on the presentation and the video

Notes

- Test that the app is running on an Android phone
- What improvements can we make:
 - It is running and the app can access the front facing camera as well as the back facing camera
 - Allow the user to decide the level of privacy desired
- What is going to be included in the PPT

- Need to include a description of how the app works.
- Include pictures of the actual app
 - helps explain how the app works
- Discuss what we need to include in the video
 - try to promote our app
 - how appeal to the user

Between Meetings

Achievements that were not recorded in the meeting notes:

- 1) After watching the the tutorial videos we learned how to add buttons to our app and how implement simple commands like access the keyboard when something needs to be typed
- 2) We created our app logo based on our concept and we had some trouble linking the app with the camera but managed to figure it out
- 3) Managed how to display options for our privacy setting so that the user can select what he or she would like.
- 4) We finalized our app and tested it so that we make sure it works
- 5) Created the Video and the PowerPoint