**Tuesday, 1st August:**

* All group members present at the time (Peter, Nick, Patrick, Josh) join the discord call at approximately 7pm
* Peter and Nick (dev team member and Team leader) were asked to discuss possible features for the app as well as the ones that will be required for the app to function – 15min
* Josh and Patrick (Scrum Master and Product owner) discussed the requirements needed to deliver a viable and feasible product, as well as discussing what quality of product is acceptable – 15min
* After each pair had come up with a list (Requirements list and Features list) time was spent as a group to either agree and disagree upon the contents of the two lists – 10min
* Josh later explained the process of assigning each feature a user story, then that user story is assigned a priority (MoSCoW) as well as a value (Story Point) – 10min
* All members then discussed and developed user stories [at time count got to 8] – 20min

**Wednesday, 2nd August:**

* This meeting commenced 7pm with all members present in the discord server call. The meeting lasted 1 hour and was purely devoted to developing more user stories. Stories developed: 9 – 21

**Thursday, 10th August:**

* Meeting began at 8pm with all members present in the discord server. This meeting lasted an hour and a half, and was devoted to developing requirements / acceptance criteria for the user stories.
* Patrick (product owner) saw that the clear majority of the requirements were functional, so he decided to write up some non-functional requirements for the group to adhere to.

**Sunday, 13th August:**

* Meeting started at 3pm with all members present on the discord server. This meeting lasted 50 minutes and was mainly devoted towards the aesthetics of the website and possible functions to be incorporated to make features possible.
* Josh made a mock-up of how he imagined the website would look, which help shape and adjust some of the pre-existing user stories.

**Wednesday, 16th August:**

* This meeting started at 11am on Ekka Holiday in a conference room in QUT Library. Members Josh (scum Master), Peter (Team member), and Nick (Team leader) were present for the meeting, the other two members were absent due to family issues. The meeting lasted 4 hours and was devoted to polishing the user stories and their acceptance criteria, as well as dividing the user stories into genres and then assigning them to sprints.
* Peter had a good idea of importing Google Maps API to display on the website page to give users an idea of where the target location is. As an added precaution Peter thought a hyperlink should be included underneath the Map API so that users can see the pin drop on google maps.

**Thursday, 19th October:**

* This meeting was between Josh and Peter to run through all of the stories that would be covered in the second release 2 in detail, as well as acceptance criteria for these stories. 10 more story cards were made, ranging from implementing new cities into the website for users to language options for users.

Workshop meetings:

**Workshop 1, 26th July:**

Group 68 formed, current members: Nick, Peter, Joshua, and Patrick. Workshop lasted 1 hour and was devoted to developing a team agreement for the recently formed teams and passing contact information, so they can begin project work.

**Workshop 2, 2nd August:**

This workshop lasted one hour and was on the topic of user stories and how to generate user stories effectively. Team also received an additional member, CS Student Douglas Brennan. All 5 members used the rest of the remaining workshop to discuss what stories should be generated and what ones were necessary.

**Workshop 3, 9th August:**

Workshop lasted one hour, with the beginning of the lesson talking about acceptance criteria. The group then spent the workshop going back over previous user stories to decide what criteria were okay without exceeding the recommended limit Jesse gave (3).

**Workshop 4, 23rd August:**

Workshop lasted one hour, with the time spent devoted to the sprint planning. Weighting of the user stories had been corrected so team members whose major was CS began estimating and filling out the time planning section of the sprint plan. While this was happening the 2 remaining members who were Information Systems began creating a checklist of “standard of acceptable” for the upcoming deliverable products as well as a summarised version of the CRA to distribute amongst the group.

* Doug had the idea of incorporating a Regex function into the program code to pull dictionary words so that predictive text can be implemented into program

**Workshop 5, 30th August:**

Finalisation of the first sprint, with all time estimates recorded and unanimously agreed upon. Jesse came around to check the sprint plan to make sure it was acceptable. Jesse also spoke of the artifacts that we should have for the portfolio.

**Workshop 6, 6th September:**

Group members continued working on the sprint. Nick constructed a good bootstrap to implement across most of the website pages. Josh constructed mock ups for the first few pages (login, create account, forgotten password).

**Workshop 7, 13th September:**

Group members continued working on different user stories in the sprint. Peter implemented an admin creation account through the SQL database. Doug and Patrick designed the physical and logical diagrams. Josh continued making mock ups and started thinking about what tier software architecture the website was to use.

**Workshop 8, 20th September:**

Group learnt the concept of classes and discussed as an entire group as to what classes the website would conform to. The primary class for the website decided by the group was ‘inheritance’ because it pools and collects information

**Workshop 9, 27th September:**

Continued user stories and completed the vast majority of the pages. All wedges and combo boxes. Bootstrap had the main functionality but there were some errors still remaining for clicking on certain artefacts on the information page.

**Workshop 10, 4th October:**

Discussed how a search bar could be implemented for the information page to improve the speed of a user finding the item of their choice. Also with this search bar, Peter has started considering word prediction to see if it is possible to implement, currently it seems possible and doesn’t affect the sprint.

**Workshop 11, 11th October:**

Map for information page was implemented this week, group discussed how to get a pin drop system working so that the artefact would be clearly shown on the screen. Group decided as a collective that coordinates should be manually implemented to be 100% sure that the information is correct. An error was also noticed, with the base for implementing the favourites page. The icon next to an artefact would always remain highlighted if it was clicked on or not.

**Workshop 12, 18th October:**

By this point pin drops for artefacts were all manually put in and most things were working perfectly fine. Peter and Josh had a meeting amongst themselves to discuss what stories could be done for the second release. Hypothetically it was proposed that they could do a ticket/coupon based system by partnering with different travel sites or venues to offer users of ‘Smart City’ a discount by using the page as a medium. As well as this the database could also be expanded to hold the capital city in major countries or the base language for the page can be altered so it can be used by tourists who don’t have a firm grasp on the English language.

**Workshop 13, 25th October:**

This week was dedicated off to polishing all stories that have been developed, as well as running through the test cases a second time to make sure there will be no bugs on the presentation day next week.