# ECM2434 - The Ceiling Fans

# Meeting Notes

## Wednesday 7 February

*1h30m*

We met as a group for the first time and discussed our ideas for the project. We decided on an app where users can upload a journey on and off campus (by selecting an on-campus location and typing in an off-campus location) and a sustainable mode of transport. The site then calculates the carbon emissions saved and this information is added to the user’s total. Gamification is present in the form of a leaderboard to foster competition between users to save the most CO2, either individually or within a group (e.g. a society or subject group) as part of a site wide event. Users will have a public profile so they can see each other’s total savings, and we also plan to implement a badge system so they can show off their achievements. Badges may be earned for reaching certain milestones or uploading multiple days in a row etc., and each badge has an associated rarity to encourage users to keep playing and achieve rarer badges. Additionally users will have an overall level that increases every time they upload a journey, and levels associated with each mode of transport, adding another layer of competition.

We set up a Kanban board on Trello with a record of our initial ideas, breaking them down into cards so we knew where to begin with the project and the steps that would need to be taken before the next meeting (such as initializing the Django project).

## Monday 12 February

*1h*

We fleshed out the idea in more detail and split our ideas into priorities for the first and second sprint, so that we could have a minimum viable project within three weeks. Our priority was to set up most of the webpages and allow users to create an account and upload a journey, and to have a working leaderboard between individual users. Once this was established we would implement the group system, and badges and levels would come in the second sprint.

We then created more detailed cards on Trello and assigned everyone a card, to kickstart our work cycle for the rest of the week.

## Friday 16 February

*1h30m*

We added everybody’s accounts to the GitHub and MySQL database, then spent time setting up and troubleshooting the virtual environment until we had a consistent working system across everyone’s devices and a way to set it up each time we developed.

## Monday 19 February

*15m*

Consolidated the progress that everyone has made so far, and what needed to be achieved before we had a minimum viable product. This included pulling tasks from the backlog, such as Sam Townley taking over the upload backend and Eleanor Forrest switching to creating the coordinates JSON file for the on-campus locations in order to more effectively manage our time while balancing other courseworks.

## Friday 23 February

*2h*

Discussed and demonstrated everyone’s progress. Set everyone up on MySQL Workbench for an interactive way to manage the database. Since we were making good progress, we turned more of our initial ideas into new cards for Trello so we could develop even more features. We were also able to specialise into our own preferred areas of the project (such as front-end, back-end and CSS).

## Monday 26 February

*15m*

Consolidated the progress that everyone has made and the final changes we will need before submitting the first sprint. This included discussing what documentation needed to be done (to both the code and external documents such as this one) and fixing last-minute additions.

## Wednesday 28 February

*3h*

Continued to make final edits to the website including: ensuring that the leaderboard correctly displays journeys; multiple of the same journey can be uploaded by the same user; making sure the register and login functions work as anticipated once a user is already logged in, implement the user settings page back end etc. Added more documentation to the code including the authors of each file. Completed the external documents and each member filled out the peer review for every other member. Added finishing touches to the Kanban board.

## Friday 1 March

*2h*

Created and discussed ideas for where we want the project to be by the end of the second sprint, including implementing a badge system to further add to the competitive nature of the game, overhaul the group system to have public and private groups with a secure join system, and adding forms to the upload page to specify whether a journey is to campus, from campus or within campus. We noted down these ideas in the Kanban board and then began to flesh out their specification further in the Pages document. Then we came up with the new or updated URLs we will need. Finally we discussed what we want to speak about in the project presentation next Monday.

## Monday 4 March

*10m*

Presented our project to the module coordinators, showcasing a PowerPoint summary of our ideas and inspirations, discussing the Minimum Viable Product we have produced in the first sprint and the ideas we will take forward into the second sprint, before demonstrating the website in a live walkthrough and explaining each page and feature in more depth. We were given some feedback to take on board and are awaiting to hear more.

## Friday 8 March

*1h30m*

Discussed the feedback we received from the presentation and our ideas to implement GPS tracking to validate a journey’s start and end point, as well as refining the database and upload page in particular, in order to facilitate this and make a more intuitive user experience. Discussed who will take on which cards initially in the next sprint. Demonstrated the visual designs Abi has come up with for the badges.

## Monday 11 March

*15m*

Discussed our feedback with the module coordinator, including Sam and Giulia’s progress on implementing GPS into our journey upload system and how we might cover informing the users on GDPR and data collection in this sprint, as well as working on our time management for during the final presentation.

## Friday 15 March

*1hr*

Consolidated everyone’s progress including the deployment of the website to a domain, ‘carboncommuter.xyz’ and the technical details of running it in debug versus in production. We discussed logging and how we can implement it, and fixing some issues with regards to the gitignore file not updating properly. Finally, we discussed how we will integrate each other’s changes over the weekend.