Checkpoint Meeting Minutes

Group Identifier: 31

Date of Meeting: | 19 | 01 | 2017 |

Attendance Register:

Name	Present
Ebubechukwu Abara	X
Dillon Vaghela	X
Marcello De Bernardi	X
Muhammad Hoque	X
Muhammad Ahmed	X

If present mark with (X), approved absence (A), otherwise leave blank

Progress review of last week

Name	Task Description	Task Status
Ebubechukwu Abara	Create detailed first draft UML class diagram of my interpretation of spec	C
Ebubechukwu Abara	Create first draft of database schema	C
Ebubechukwu Abara	Analyzing specification to understand module interactions	O
Dillon Vaghela	Read and understand specification	C
Dillon Vaghela	Create a first draft UML class diagram of overall specification	C
Dillon Vaghela	Understand how GUI, logic and database are linked	O
Marcello De Bernardi	Research for system architecture ("Bob's clean architecture", repository design pattern etc.)	O
Marcello De Bernardi	First draft of system architecture	C
Marcello De Bernardi	Initial setup of repository on GitHub	C
Muhammad Hoque	Setup Netbeans to work with GitHub repository	C
Muhammad Hoque	Design first draft of UML for GM-SIS	C
Muhammad Hoque	Research different techniques that can be used to create the system	O
Muhammad Ahmed	Design first draft of UML diagram detailing my interpretation of whole	C

Name	Task Description	
	system	
Muhammad Ahmed	Research potential GUI designs and implementation for system	O
Muhammad Ahmed	Identify key data types and operations required in authentication module	C
Person 6		
Person 6		
Person 6		

Max three rows per group member. Task status: (C) completed (O) ongoing (X) no report

Plan for next week

Name	Task Description	Task Status
Ebubechukwu Abara	Create detailed class diagram of CUSTOMER ACCOUNT module	O
Ebubechukwu Abara	Research and understand JavaFX and Java FXML for GUI	O
Ebubechukwu Abara	Work with team to develop more detailed overall system architecture	O
Dillon Vaghela	Research more into GUI	O
Dillon Vaghela	Research JavaFX	O
Dillon Vaghela	Understand my module better	O
Marcello De Bernardi	Further research into appropriate design patterns for architecture	O
Marcello De Bernardi	Complete UML class diagram of system architecture	O
Marcello De Bernardi	Reading on FXML	O
Muhammad Hoque	Create a detailed UML diagram and come to an agreement on architecture to use	O
Muhammad Hoque	Research on implementing a GUI using JavaFXML	O
Muhammad Hoque	Start contribution towards implementation of authentication module	O
Muhammad Ahmed	Create a detailed class diagram for my module as a whole	O
Muhammad Ahmed	Gather ideas on how my module will interact with other modules	O
Muhammad Ahmed	Identify which data will be required for my module to operate	O
Person 6		
Person 6		

Person 6		

Other Issues and Risks

The team is currently focused on producing an overall design of the entire system, before beginning programming. Each team member is working on this independently, so that we may then compare our ideas, brainstorm, and settle on a final design. This raises the following issues:

1. Ensuring the efforts of the team are focused, despite the independent nature of current tasks
2. Ensuring everyone is on the same page about the final design we settle on

Both issues will be addressed in the week to come by spending plenty of time discussing design issues face-to-face. This will give everyone the opportunity to express their ideas, understand the ideas of others, and put their own individual work into the context of the work the rest of the team is doing