Group minutes

Monday, 04 November 2024 **(**Annie, Erin, Joanna, Laura, Nesrin, Sruti)

* **Introduction:** general group introductions
* **Strengths & weaknesses**: SQL and front-end (HTML & CSS) identified as group strengths. Javascript requires more practice.
* **Project discussion:** discussed potential music-themed group project
* **Action items:** Each person to brainstorm project ideas

Tuesday, 05 November 2024 **(**Annie, Erin, Joanna, Laura, Nesrin, Sruti)

* **Brainstorming:** discussed potential music-theme project ideas including a music recommendation quiz, a multiplayer game, or a solo game with a leaderboard (i.e. listen to short snippets of a song). Discussed option to incorporate a festive feature as the project will be presented/course ends just before Christmas.
* **Music APIs**: A useful list of public APIs on Github for music-based apps:

<https://github.com/public-apis/public-apis?tab=readme-ov-file#music>

* **Spotify API:** identified as a potential source for the group app: <https://developer.spotify.com/documentation/web-api/reference/get-recommendations>
* **Design tools:** Trello and Figma discussed as suitable platform options for wireframe, brainstorming, and collaboration.

<https://www.figma.com/>

<https://trello.com/>

* **User research:** suggested conducting user research using low and high ratings/reviews in Google Play and the App Store etc.
* **User interface:** discussed briefly the quiz page transition, and considered a ‘swipe’ transition on the page.
* **UX design:** suggested using Google’s User Experience Course Materials available on Coursera to use templates for user profiles and user research.
* **Action items:**

1. Research competitors to identify their strengths and weaknesses.
2. Brainstorm aesthetics and design ideas, and wireframe structures.
3. Nesrin to share Google UX Coursera material.
4. Laura to share code/resources for a self-contained quiz.

Wednesday, 06 November 2024 **(**Annie, Erin, Joanna, Laura, Nesrin, Sruti)

* **Findings from research discussed:**
  + We had a look at apps which make use of Spotify API (see ‘Spotify analysis sites’) to further brainstorm a unique idea.
  + Research into app reviews shows that music quizzes/games with bad ratings were mostly due to a dislike of time limits and repetition.
  + Music playback/integration discussed as being a complexity due to Spotify Web Playback SDK being required.
* **App/feature ideas discussed:**
  + A single player game would be the most realistic in the time frame, with a multiplayer game being something we could look into if we had time.
  + An app which does not require Spotify Web Playback SDK would be preferred.
  + A (dating app style) swipe feature to add recommended music to a user’s library could be achievable and effective.
  + An app to meet people with similar music taste to go to gigs with.
  + A quiz on your own music taste/your friends music taste, with a social aspect to the app (meeting people based on music interests, with the quiz being an icebreaker).
  + An app which creates a playlist based off of the user’s music taste, featuring smaller artists only. Filtering by ‘popularity’, streams, or monthly listeners.
  + An app which creates a playlist based off of the user’s music taste, featuring only women. We liked this idea a lot, but discovered that there is not a major streaming platform which allows you to filter music by gender.
* **Project idea:**
  + ‘Wordle’ style guessing game.
  + Database of female artists, which we will create, as opposed to using Spotify API.
  + One page.
  + 10 guesses or less.
  + No time limit.
* **Action items:**
  + Think about how we are going to split up the project and which roles we are going to take on.

Thursday, 07 November 2024 **(**Annie, Erin, Joanna, Laura, Nesrin, Sruti)

**Project Management Platforms:**

- Discussed using Trello to manage the project.

- Also considering Jira which is widely used in industry.

**UX/UI:**

- Discussed Figma and using it to create wireframes/UI designs. Viewed wireframe examples.

**Project Ideas:**

- Discussed what our core project idea is going to be for now.

**Core idea:**

* **A quiz game** inspired by Spotle.
* **Up to 4 quiz categories**: for now these are **musicians, actors, athletes** and **influential women**. If workload is too excessive we can cut down on categories provided we have min. 4 screens.
* **Pop up message** detailing how to play the game using a hover function.

**Potential features** (subject to time)**:**

* **Surprise button**: randomly generates a quiz for the user
* **Make your own quiz**: user chooses a celebrity in the database to be the quiz answer. They can then send the link to this quiz to a friend.
* **API**: discussed potentially incorporating an API to provide up-to-date artist images, or monthly listeners.

**Action Items** (before next meeting on Monday):

* Exploring Figma and drawing up a wireframe for the app
* Mapping out screens, features and user journey of the app

Monday, 11 Nov 2024 **(**Annie, Erin, Joanna, Laura, Nesrin, Sruti)

* **Wireframes:** group shared different wireframe concepts.
* **Project Ideas:**
  + Considered the [strengths and weaknesses](https://docs.google.com/spreadsheets/d/1_vL6KKmzic-pDWh8-ao9xKeJuZzQBw3Ho8dioT4YJvU/edit?usp=sharing) of similar games for inspiration
  + making the game a mobile app
  + Discussed adding features including:
    - Progress bar
    - Navigation bar
    - About us
    - Leaderboard
    - If daily, add streak
* **Priorities:** discussed priorities, documented in shared file [‘project priorities’](https://docs.google.com/document/d/13i5jYrpIoKr9MEs_2uGOuiQTiYqsMleL-Rmx_T7gHYQ/edit?usp=sharing)
* **Action items:**
  + Research how to refresh game daily.
  + Research best practices for accessibility.
  + Add to priorities document.

Wednesday, 13 November 2024 **(**Annie, Erin, Joanna, Laura, Nesrin, Sruti)

**Project planning:**

* Reviewed assignment requirements - updated the project assignment document with our project plan i.e. concept, target audience, project management, tools required etc.
* Created a Github repository and added all team members as collaborators. Within the repository we have created a README.md file where all team members will modify and add some information about themselves such as name, hobby etc. Each team member will commit these changes to the repository.
* Group agreed on using JIRA as the main project management platform. All team members have been invited to collaborate on JIRA.
* Discussed timelines on when the group could start creating the web app - Monday once the group has received feedback from CFG instructor.

**Finalised project ideas:**

* Agreed to proceed with a web app. Future idea - mobile app.
* ‘Guess the Girl’ - App name

**Actions**

* Group will review existing wireframes and create their own final version whilst taking the design/features of each team member's designs into consideration.
* Each team member will edit the README.md file on the repository and add their name and a hobby to the document. The changes will then be committed to the repository.
* Group will meet on Thursday 14th Nov, to review the final designs and combine them into one final design.
* To write up the document assignment

Thursday, 14 November 2024 **(**Annie, Erin, Joanna, Nesrin, Sruti)

**Assignment Requirements:**

* The group reviewed the assignment requirements and has requested clarification on what specifically needs to be submitted as part of the assignment.

**Branch Setup in Git:**

* The branch *create-react-app* was set up, including associated files like *app.js.*
* The group recognized that multiple team members editing the same file could lead to merge conflicts, so it was agreed to work in turns to prevent conflicts.
* An order was established for updating *app.js* with the “About Me” section to avoid any conflicts.

**Wireframe:**

* Second wireframe versions have been shared/in progress. Overall, the wireframe designs have similar layouts and structures, which could make it easier to consolidate them into a single wireframe.

**Actions**

* Confirm with Yusuf regarding Monday’s submission requirements, and request more information on the group feedback call (Erin)
* Each person will take turns updating the *app.js* file with the “About Me” section (All)
* Add wireframes to a draft folder in the repository (All)
* Add the document summarising the work completed so far, as specified in the assignment handout (Sruti)

Monday, 18 November 2024 **(**Annie, Erin, Joanna, Laura, Sruti)

Finalised number of artists on the database: 60

Discussed and finalised game categories:

* Country, Genre, Star Sign, Debut, Monthly Listeners, No. of Albums

Action Items:

* Thinking of questions for Yusuf ahead of meeting tomorrow (All)
* Setting up the SQL database and starting to insert the artists (Laura)
* Looking at how group projects are usually split up and collecting ideas (Erin)
* Looking at setting up our project on JIRA (Sruti)
* Continuing to think about design ideas if spare time (All)

Tuesday, 19 November 2024 (Annie, Erin, Joanna, Laura, Nesrin, Sruti - check in call with Yusuf and Rehab)

**Positive feedback:**

* Github has been set up and in good shape.
* React file has been created.
* Ideas are well structured with good accompanying write-ups.

**Notes:**

* **Project** - Choose a wireframe and begin coding
* **Project management** - share Jira access with Yusuf when setup and workload has been divided.
* **Github management** - delete branches after they have merged to avoid confusion, add gitignore file to repository, commit to git regularly and submit PRs often, ensure that a different person merge pull requests than the one who creates them.
* SQL database is optional, so focus on the must haves.
* **Design and documentation** - include all links to Figma and other external files in documentation, add detailed bullet points in documents such as diagrams, tables, figures etc. Expand the paragraph about people’s tasks based on SWOT analysis.
* **Page management** - limit to two people per page during editing. Organise folders for images, tests, and other files.
* **Readme file** - ensure to include project overview, coder details, and setup/how to instruction. Ensure that all links on the page are functional, even if it leads to a static page.

**Actions:**

* Choose wireframe (All)
* Create a gitignore file
* Set up Jira and share access to group incl. Yusuf and Rehab.
* Share repo access to Rehab
* Delete old branches in Github (All)

**Yusuf’s notes:**

* Add a .gitignore file
* An SQL database is optional. Focus on getting the must-have criteria working first such as Redux
* Git:
  + commit regularly and often
  + make small PRs, regularly and often
  + communicate on your slack channel what you are doing
* In 'Tools and ways of working', be sure to mention github, even though it seems like a given
* Make sure that the person who is creating the pull request is not the person who approves and merges it
* As the project will get more and more complex, I would recommend to have a pages folder, styles folder and img folder
* The merged branches can be deleted
* The pull requests should always have a brief description
* Wireframe:
  + agree on your colour palette
  + Make sure it shows a clear user flow from one screen to the other
* Ideas to separate tasks and divide workload:
  + Working on each page separately
  + Working on each component separately
  + Working on navbar / footer separately
  + Front-end / back-end

But most importantly, well done on your progress thus far.

* Great write up
* Lots of ideas in your wireframes
* Great concept
* Great ideas for optional add-ons for your project
* Well done on getting your github up and everyone having made branches and commits and having edited some React already. Very promising start. I cant wait to see your project when its finished! :star-struck:

Tuesday, 19 November 2024 (Annie, Erin, Joanna, Laura, Nesrin, Sruti)

**Game categories** - Discussed the ‘Monthly listeners’ category being problematic due to the number being hard to guess, and the data changing regularly. We decided to change this category to ‘Popularity’ ranking (1-60). This data is accessible from Spotify API, but we will use information from<https://chartmasters.org/most-monthly-listeners-on-spotify/> to simplify the project.

**Wireframes** - Sruti presented a design idea for the home page, with different artist images in circles, which bounce around the screen. Similar to this Sony screensaver:<https://www.youtube.com/watch?v=-pdVUsCqd2U>

**Colours/theme** - Discussed colours/theme and agreed to keep it simple, so that the yellow/green game tiles stand out. We all prefer dark mode (black background), but thought that a light mode (white background) toggle could be great to add in for accessibility reasons.

**Difficulty level feature** - Our original plan for the different difficulty levels was to make the game easier by limiting the number of artists to the most popular ones. Due to starting the project off with a smaller database, we decided to change the concept so that the easy level shows all category tiles, and the medium and hard levels show a limited number of categories, making it harder to guess the answer.

**Next steps -** It is recommended that we work independently on the different components/pages/sections on the site to avoid merge conflicts. We should start by thinking about what these different components are going to be. The final wireframe will help to make this clearer.

**Action items:**

* Annie and Nesrin to create the final project wireframe based off of everyone’s independently created wireframes and group discussions.
* Everyone to join Jira
* React practice!

Wednesday, 20 November 2024 (Annie, Erin, Joanna, Laura, Nesrin, Sruti)

**Wireframe and Prototype -** The wireframe was finalised (additional features added but can be implemented if time allows), and the prototype was demonstrated to the group for review. Wireframe will be used in implementing the UI of the page.

**Page Prioritization -** The group decided to prioritise the following pages: **Home, Gaming pages, Difficulty,** and **How to Play.**

**Web Page Components -** Key components of the webpage, such as the navbar and footer, were discussed to understand how it can be implemented. It was agreed to prioritise the core pages before the navbar/footer however can begin to research on how it can be implemented.

**Implementation -** The **Home** and **Difficulty** pages will be created first.

**Difficulty Level Implementation -** Explored various methods to implement difficulty levels:

* + 1. Reducing the **categories** available (need to consider how this will alter layout).
    2. Reducing the **number of guesses** allowed (fewer guesses increase difficulty).
    3. Adjusting the **range for the guess indicator** based on difficulty. For example:
       - If the ranking is 10:
         * **Easy level:** Input range 6–14 highlighted in orange.
         * **Medium level:** Input range 7–13 highlighted in orange.
         * **Hard level:** Input range 8 - 12 highlighted in orange.

**Workload Distribution -** The group began dividing tasks between the group. A couple of people will begin with the frontend of the homepage and difficulty level pages, while the others research the backend and how to implement react. Once set up, the pages can be divided between the team.

**Actions**

* Gather artists pictures (Sruti)
* Homepage and difficulty page (Joanna, Laura, Nesrin) target date 21Nov24 Friday. To send an update on Friday.
* Research react, objects, Json, and gaming components (Sruti, Erin, Annie, All)
* Research how to use Jira (Laura, All)
* Delete old branches from Github
* Add gitignore file

Monday, 25 November 2024 (Annie, Erin, Joanna, Laura, Nesrin, Sruti)

**Weekend Tasks:**

Discussed tasks that had been completed over the weekend and checked all pages were working after merging pull requests.

**Path organisation:**

Discussed how we should best organise the folders (i.e. should the difficulty page be in the components folder etc.).

**Action points (to touch base on, on Wednesday):**

Navbar – Laura

Database/API – Annie, Erin

Linking pages – (Laura?)

Game page:

Dropdown search bar

Progress bar – (Sruti?)

Css/html – Nesrin (+/- Laura)

Game logic – Sruti/Joanna

Wednesday 27th November 2024 (Annie, Erin, Joanna, Laura, Nesrin, Sruti)

**Folder structure -** New folder created for ‘pages’ in src. Back-end files are in a separate folder outside src.

**Game logic -** Discussed if/else statements to change css. ‘Visibility’ to possibly be used in CSS.

Sruti demonstrated a game she created using a ‘random’ function. Required for the artist info is an array of objects.

**Back-end -** Server file has been created by Annie and Erin. Erin trialling the use of React in a separate project and has connected with React so it outputs SQL data from a GET request.

**Action points:**

Annie - Start looking at write up

Erin - Integrate back-end code into main project files from practice files, get SQL data in the form of an array of objects.

Joanna - Continue establishing game logic/ creating about page if time allows.

Laura - Continue work on nav bar and footer.

Nesrin - Continue working on game page.

Sruti - Continue establishing game logic, looking at css.

Wednesday 4th December 2024 (Annie, Erin, Joanna, Laura, Nesrin, Sruti)

Update on where each team member has gotten to in regards to tasks set in previous meetings.

**Action points**

Progress bar - Sruti

Continue working on gamepage - Nesrin

Under construction pages for Stats page - Laura

Push Nav bar to github - Laura

About us - Laura

Review project write up - everyone

Everyone to add individual activity logs to the document on google drive by Sunday 8th December. Erin will push to github on Sunday

Friday 6th December (Annie, Erin, Laura, Sruti)

Copied Annie’s working code from her mock project onto the main project.

Files included the main game page, which was added into guessthegirl/src. This was committed to a new branch and pulled to main.

Back-end files were added to a new folder named backend2. This was committed to a new branch and pulled to main.

**Action points**

Annie to continue with write-up

Laura to link game page to routing

Erin to edit test files to work with backend2 files