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# MEETING NOTES

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February 14, 2019

Teaching Assistant: David Alderliesten  
Attendants: Eyüp Vroegop, Erwin van Dam, Shruti Arora, Marit Radder, Gyum  
Cho and Elias Baha  
Chairman at Meeting: David van Alderliesten  
Secretary at Meeting: Erwin van Dam

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# 1 Notes

Our goals are: Learn co-operation, learn software and procedure is key, so teamwork is a push in the right direction.

Name	Preferred Grade
Marit	7-8
Eyüp	Pass
Elias	Pass
Shruti	8
Gym Cho	Pass
Marko	8.5
Erwin	8

## 1.1 Remarks regarding administration and communication

- Be in time with choosing the room, which is either in EWI or Drebbelweg.
- Be Honest! Honesty will return favours.
- The team will use a WhatsApp group for communication with the TA himself in the group.
- If we need the TA, use @.
- Mandatory to hand in code every Saturday.
- If missing the deadline for handing in code is likely, text the TA before Saturday.
- It is possible to text the TA with any problem you have.
- End report is a group report but some parts are individual.
- Next meeting is Monday: 16:46-17:45.

**So in short: be in time, be honest, and don't stress, the TA will help in everything.**

## 1.2 Remarks regarding the team

**It's important to be concrete in making plans.**

- We can contact each other at any time, and please try to react in 1 day.
- We have a mandatory meeting on Monday and if needed, an additional meeting can be planned.
- Split the assignment in parts, choose the fun parts, but compromise about less interesting parts.
- We will make groups of two or three people that work on specific parts.
- Big Secretary: will make guidelines for the end file (Erwin) and an 'Andy' that will test the code more concretely (Eyüp).
- Deadlines for the group, make sure everyone manages to finish before the deadlines.
- If Group proposes something in their field, we should debate and give our opinions and advice.

### Conventions

- Camel Case (so no numbers, no special characters)
- Class convention: First letter capital, and then every word capital.
- Variable convention: Every word capital except the first letter.

- Method convention: Every word capital except the first letter.

```

1      public ExampleOne{
2
3          public methodOne(){
4              int variableOne = 1;
5              int variableOneTwo = 2;
6          }
7      }

```

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### 1.3 Remarks regarding application

- Possible to use JavaFX for the GUI.
- Discuss gamification Monday with David, so he can give feedback.
- Best plan of action here is to focus on the basics first and then expand.
- Behaviour change support systems (We can get lecture notes from David).
- Always credit if you use assets that aren't made by the group.
- Use of a free server is better (everyone can test).
- Categories with their sub Categories and in their subs: distinction between goals for now, and goals as creative extra stuff: visual.
- First mechanics and then graphics.

**2 people API + mechanism**

**2 people Server + communication + gamification**

**2 people GUI + gamification**

Name	First Choice	Second Choice
Marit	GUI	API
Eyüp	SERVER	GUI
Elias	GUI	API
Shruti	SERVER	API
Gym Cho	GUI	API
Marko	/	/
Erwin	GUI	API

### 1.4 General remarks and remarks regarding possible features

- Issues in GitLab: bugs etc, split your tasks into very small parts! Use the Board for this task!
- For the report: start early!
- Tomorrow: add student number, name, picture, learning goals to GitLab.
- Application: Drag down menu vs home page method.
  - Loading screen (quote with delay).
  - Home Lists to pages, catching, add things you do (level, planet), challenges.
  - Leaderboard.
  - Statistics, history of week, of day etc something with the categories.
  - Progress, medals (levels, challenges).
- About the good deeds:
  - Icons.

- Categories:
  - \* Transport: cycle train gas-car electric car.
  - \* Eat: No meat, meat, biological, non-biological, locally produced.
  - \* Energy: showering, percentage of green energy, lights, heating.
  - \* Extra's: motivating others, challenge others, cleaning your surrounding.