

MEETING REPORT

Team Name: Thunder **Date of Meeting:** 26/03/2019

Start Time: 10:30 **End Time:** 12:15 **Meeting Location:** Epoka Campus

Moderator: Gerild Pjetri **Recorder:** Elisa Daka

Other Members Present: Denada Bufi , Gerild Pjetri

Members Absent: Albi Nikehasani

Topics Discussed:

Technologies we are using.

We have decided to build our client application only in Android because we feel more confident in Java programming language. Although there are technologies such as Flutter framework and React Native which can build application for both Android and iOS we found it better to work only in Android. Our skills are not limited but we believe that native programs are more efficient when they are built in their belonging environment.

As for the back end we have chosen Spring Framework. There are a lot of benefits regarding this technology such as:

- 1) Spring provides a lightweight container that can be activated without using web server or application server software.
- 2) It facilitates good programming practice such as programming using interfaces instead of classes. Spring enables developers to develop enterprise applications using POJO and POJI model programming.
- 3) It provides abstraction on ORM software to develop the ORM persistence logic.
- 4) The Spring Test module provides support for an easy-to-test code.

We discussed on user requirements and system requirements. Since our application has very different potential customers regarding the scope of their field we try to handle them to one point by meeting their needs based on the purpose of the application . And even though the purpose is to connect craftsman in a natural way with their customers we are still trying to reshape our purpose trying to make it as clear as it seems in our mind.

As for the system requirements we discussed a lot about handling and the involvement of the application on money transaction. We thought to stay a little

bit away with the transactions and make the profit of the application only on packet usage and not in dealing with the security it takes to make an interactivity of money transfer between the craftsman and the client through our application.

Another discussion was about the progress of the work in the project. As far as we can judge we have started with a slow pace. Regarding this study we made some changes on the number of meetings we are going to meet with the group in the upcoming weeks in order to increase the rhythm of development.

The last topic was about designing the sketches of the application.

Decisions Made:

- 1) Definitely build the application only on Android
- 2) Not involve the payment of the craftsman and the customer through the application
- 3) We will meet three times in a week.
- 4) Build a large paper with all the sketches so the group can have the big picture of work flow

Tasks Assigned:

Back End Structure Task– Arbi Elezi

Build the diagrams of the sketches in specific software –Elisa Daka

Draw in A1 – A2 paper size the work flow- Gerild Pjetri , Albi Nikehasani

User Requirements and System Requirements- Denada Bufi

Previous Major Tasks on going

Time, Place, and Agenda for Next Meeting:

Gerild's house Thursday 1/04/2019

Work Progress Evaluation.

The structure Blueprint of the project.

Redefining Tasks and mistakes on the tasks separation and task advancements.