**Our daily standup minutes from throughout the project and a general timeline and depiction of what got done by who and when. Additionally, the client and management meeting minutes at the end of the file.**

**Day 1: 16/09/2024**

* Immediately following the introduction session, we started brainstorming the possible tools we could use to fulfil the project like agile frameworks like Jira or GitHub projects, mobile web app over a native app using Kotlin. Out potential schedules and our preferred chat tool.
* Following this, we very quickly got to writing many questions about the brief and possible scope of the project.

**Day 2: 17/09/2024**

* While writing the personas, we have shortened the user’s names down to just their first names, gave age ranges instead of their exact age, omitted their photos, and gave a larger net as to their actual location to comply with data storage requirements and only keeping the absolute most pertinent data.

**Day 3: 18/09/2024**

* Working on completing the wireframes for the UI with it 90% done and ready to be digitally scanned and made ‘prettier’. Added many user stories and will be working on DoR, MoSCoW rating and risk and value assessments in due time.
* Looking into many options for our tech stack, for example between MySQL and pSQL, looking into ‘serverless’ hosting by using AWS aurora or alternatively AWS Lambda (however this is looking like we’re not going forward on Lambda as its complexity is a significant ask) or Apache Kafka for the same reason. While also discussing our approach for the UI, while using React would be the best for this scenario, with our lack of knowledge of the software and very limited time frame going with React would likely prove to be a bad time investment. So, we’re going to use what we’re comfortable with which is PHP with some light JS to improve the usability and experience for the user. Another possibility we considered was Kotlin as this would be another perfect fit given it’s a native tool for mobile, however just like React, it would be a huge time sink and far too risky of an approach.
* Attended the ‘Management’ meeting today and discussed several things from above and some clarification on small things. With some clarification on how we should frame out approach, in that we should consider the best possible options but weigh them up against the time taken to learn and implement them, if we choose not to go with the best possible option then as long as we can clarify it.

**Day 4: 19/09/2024**

* Starting off the day, we’re discussing our backend approach. Using a serverless approach through Aurora and how we choose to host our API. This is likely to be hosted on AWS lambda or a similar offering from azure or google cloud and discussing how we’re going to write it; choosing node.js over other offerings as it’s the simplest approach.
* The wireframes are done, and digital copies have been made ready for our meeting with the client, allowing them to see what we roughly plan to do and ask if they want anything in addition to what is already there.
* We have created a db instance using pSQL and will move to Aurora in the future and we also have tested our API and created that on a Lambda instance.
* We have also gotten our ER diagrams done.

**Day 5: 20/09/2024**

* Now that we have assigned specific roles to everyone, we’re all now looking into our role in creating the app. With some testing the database and API setup, one of us starting off the report and getting a start on the UI design and the other two looking into their respective tasks.
* The tables for the DB are being established and will be ready for the start of sprint 1 on Monday.

**The weekend**

* Over the weekend, Naomi got the introduction for the report done.

**Day 6: 23/09/2024**

* We hastily made a presentation to show the clients, printed off the wireframes to get notes on what they want from the application. Following the meeting we got together to discuss the notes made and adjusted the UI design and discussing our next steps.
* Following our sit down, we went off to complete our own tasks. Naomi working on finding fonts, icons and a style to follow alongside adding more information into the report. Ananya worked on the navbar template and Ross worked on making a script to input all the data from the dataset into the database. And Matthew working on the API and API functions and Lewis working on some API functions also.
* Following the management meeting, we discussed our options further and took on board some of the feedback, such as, making a more structured meeting with the client.

**Day 7: 24/09/2024**

* Now, solidly into the development aspect of the sprint we’ve made significant progress. Naomi working on our master style sheet, FAQ and settings page. Ananya finishing off the navbar and starting work on the add new payee page. Ross fixed and authentication issues relating to api connection to the DB, defined the SQL for some functions, amended the database to account for missing fields. Gibby again working away at the API and Lewis working on some more api functions.

**Day 8: 25/09/2024**

* Naomi finished up the FAQ and settings page UI design and intermittently worked on the related works section of the report, Anaya continuing with the add new payee page. Ross, Matthew and Lewis continuing work on the database, API and API functions respectively.

**Day 9: 26/09/2024**

* Naomi finished the UI design for the pay and transfer screens, this includes the payee lists, information input and confirmation screen. Ross has now got the database finalised with complete tables and the dataset included. Matthew has got the API finalised and most of the API functions were made by both Mattew and Lewis.

**Day 10: 27/09/2024**

* Throughout this week a couple of us had lost some time due to other university commitments and illnesses, we were a little behind schedule. However, Naomi had completed the related works section in the report, Ananya had completed the add new payee screen UI design. Matthew had moved to completing both the UI and API implementation of the login screen, Ross was working on adding the core functionality to the add new payee screen and Lewis was adding any more require API functions.

**The weekend**

* Naomi wrote up another 1,250~ words for the report pertaining to the specification section and some final parts for the related works section, ross continued to work on the add new payee functionality.

**Day 11: 30/09/2024**

* Following the meeting with the client, it was clear that we were behind schedule and set out to add what we had missed. Like completing the rest of the pages adding the functionality for the existing pages we had. Following this meeting, Naomi completed the UI design for the green score page and homepage. Ananya had completed the recent transactions UI design. Ross had added functionality for the green score page XP system. Matthew added the functionality for viewing the user’s payee list and the alphabetical sectioning. Ross added the functionality for users to view the RAG rating when adding a new payee to the list.

**Day 12: 1/10/2024**

* With all the pages done the UI team were on standby to adjust anything required and given the client’s new requirement of making the app usable on desktop, Naomi got to work adjusting some of the pages to more palatable when viewed on larger screens. Ross started work on the sending money functionality on the pages and the XP to be added when making a purchase as this required a calculation to be made based on the companies’ ratings and the amount of money spent. Lewis got the recent transactions page to display the user’s balance and transactions.

**Day 13: 2/10/2024**

* To help the usability of the app, Naomi worked on a change to the navbar to display which page the user was currently on in a tasteful way. Ross started work on the user testing forms. Matthew and Lewis both continued to work on adding functionality to the pages we have.

**Day 14: 3/10/2024**

* As this was the last day for development it was all hands-on deck to make sure the website was functional and in a finalised state. Naomi made last minute changes to the UI design to fit better with the design and use cases and preventing the user from sending negative money (we won’t forget the grand larceny committed by Naomi to Gibbenheimer Inc). Following the results from the user testing Ross got, Naomi also adjusted the buttons on the home screen as the user wasn’t immediately sure on how to add a new payee. Ross and Matthew were working on fixing any detrimental bugs on the EC2 instance. Ross also worked on removing the recent transactions screen and rehoming them on the homepage as per the clients request in the initial meeting with the wireframes.

**Day 15: 4/10/2024**

* Presentation day. We put together a presentation, recorded a backup demo video and triple checked everything was working as intended. Unfortunately, not foreseeing an issue with the projector in the auditorium cutting off the bottom of our entire demo. Following the presentation, we talked about next steps, and what was left to write about the documentation we need.

**The weekend (Day 1):**

* Naomi worked on formalising the report and updated our daily standup minutes and Ross worked creating the API docs.

**The weekend (Day 2):**

* Ross worked on the DB part of the design and implementation section and the user testing section, as well as the gamification portion in the implementation section. Matthew wrote up the implementation of the API and integration of it on the frontend. Ananya wrote up the UI design decisions.

**Day 16: 7/10/2024**

* Naomi finished and made any needed corrections to the standup and meeting notes doc and wrote up the executive summary. Ross worked on writing up the live updates portion of the future work. Matthew worked on adding more to the specification and Lewis completed the user manual.

**Client Meeting 1: 23/09/2024**

* In this meeting, Naomi presented the clients with printouts of the wireframes to garner feedback on the UI design received some critical changes to be made which were all taken on board with implementing them all apart from one (removing buttons for pay and add payee on the homepage as the user testing showed that users struggled to reach these functions without them). Aside from this, we asked some questions on the gamification aspects of our app and what the additional requirements they may have.

**Management Meeting 1: 23/09/2024**

* Mostly discussed and received feedback on how the client meeting went and ways we could look to improve it for the next time. With Lewis not being in either the Client meeting or management meeting Brian asked if we had any concerns here, but the consensus was no. Some clarification on the report writing and other small possible issues we may encounter.

**Client Meeting 2: 30/09/2024**

* Admittedly we were not prepared properly for this meeting and showed our presentation and the pages we did have functional. The clients seemed happy however and we asked about further clarification on the ‘green score’ screen, and how this would function. In this meeting, the clients also added some additional requirements. These being, desktop usability, live updates (changes in things such as bank balance following a transaction without requiring a page refresh) and that transactions should be treated as ‘first class citizens’, in that any additional features that stem from transactions, they should not degrade the user experience due to backend processing (a transaction shouldn’t take longer because calculations for the XP are holding it up).

**Management Meeting 2: 1/10/2024**

* Like the first management meeting, we received feedback on our last client meeting. Brian mentioned that we shouldn’t be so explicit in our time slippage and as opposed to saying “we meant to have this done” say “we plan to have this done in the future” or not mention it at all. Additionally, asking if we would be able to add the new requirements (desktop usable, live updates and . And then again, some clarification on things surrounding the module.