

**Project Name:** Course Game

## **Minutes of Meetings**

**Date:** 1/08/16

**Time:** 11:00 am to 11:30 am

**Place:** CEP 209

**Meeting called for:** Assigning Roles and Responsibilities and Selection of Project

### **Detailed Discussions:**

Following decisions were made in the meeting:-

1. Project Manager – Jaspreet
  2. Team leader – Mansi Shah
  3. Palash will prepare the MOM
  4. Documentation will be handled by Mansi and Hardik Bohra.
- 10 Projects were Shortlisted out of 22.

**Approval of the Minutes:** 30 min

**Members Present:** Jaspreet, Hardik Bohra, Hardik Thakkar, Chintan, Mansi, Palash, Fatema

**Task Given:** Read and research about the shortlisted projects and give the reviews in the next meeting.

**Members Absent:** Kush Shah, Dishant Patel

**Date:** 2/08/16

**Time:** 4:00 pm to 4:30 pm

**Place:** CEP 209

**Meeting called for:** Discussion regarding the selected projects

**Detailed Discussions:**

Two projects were selected

1. Location based Social networking
2. Course game

Definitions of all projects were discussed and these two were selected for further bidding

**Approval of the Minutes:** 30 min

**Members Present:** Jaspreet, Hardik Bohra, Hardik Thakkar, Chintan, Mansi, Palash, Kush

**Members Absent:** Fatema

**Date:** 4/08/16

**Time:** 12:00pm to 1:00 pm

**Place:** Cafe

**Meeting Called for:** Discussion about SDLC

**Detailed Discussions:**

1. Different requirement of the Course game project were decided.
2. Contents to be displayed on Wikipedia were discussed.
3. Per week one test will be conducted.
4. A leader board will be created.
5. Three attempts will be provided per quiz and if first attempt fails then after first attempt tutorials will be provided.
6. Course wise quizzes will be there to gain points and to open a quiz user must have some basic points.

**Approval of the Minutes:** 1 hour

**Members Present:** Jaspreet, Hardik Bohra, Hardik Thakkar, Chintan, Mansi, Dishant, Palash, Fatema, Kush

**Members Absent:** NONE

**Date:** 5/08/16

**Time:** 4:30 pm to 5:00 pm

**Place:** Café

**Meeting called for:** Discussion regarding project proposal

**Detailed Discussions:**

Following Modules were decided to be created for the time being:-

Module 1. User –

1. Normal User, Faculty, Admin.
2. Normal Users will be categorized as DA Students and other users. DA students will be sent invite code on webmail for quiz.
3. Any user can create a course and hence can create a quiz. Authenticity of the user and the course will be done by admin.

Module 2 – Course

1. Level (week) wise quizzes. Quizzes will be prepared according to the content taught in the class in a particular week.
2. Links to video tutorials will be provided for the same.

**Approval of the Minutes:** 1 hour

**Members Present:** Jaspreet, Hardik Bohra, Hardik Thakkar, Chintan, Mansi, Dishant, Palash

**Members Absent:** Kush Shah, Fatema (Medical Emergency)

**Date:** 9/08/16

**Time:** 8:00 pm to 9:00pm

**Place:** Cafe

**Meeting Called for: Requirement Analysis**

**Detailed Discussions:**

1. The user module will have two main categories as Game Users and Faculty (the one who can add the courses and the quizzes).

**NOTE: - For now, we are considering only single user – can perform both the tasks i.e can add the courses, quizzes etc. and can register for other courses and attempt other quizzes as well.**

2. Anyone even though they do not study in DA can register for a course.
3. Faculty can open the course for a particular batch or for all the batches or for everyone using the App.
4. After the creation of the course, Faculty can create quiz by deciding various parameters for it such as number of levels, number of question in each level, points in each question, attempts, Total points required etc.
5. Every User is given four attempts for a quiz and for every attempt certain points are deducted from his/her overall points. After the third attempt, User will be provided with various tutorials, videos as help and will be given one more chance to attempt the quiz. After the fourth attempt if user is not able to pass the quiz, User will be considered as unsuccessful in passing that particular quiz.
6. To move to the next level, Student needs to gain some predefined points.
7. When a course is created if it is opened for specific batch, then enrollment code will be sent to that batch through email. If it is opened for all then no enrollment code will be there.
8. There will be level wise quizzes which will be conducted every week. There will be random quizzes which will be available to all users.
9. If a quiz is open for a specific batch then enrollment code will be sent to that batch via email.
10. User can attempt random quiz (If available) to gain or earn points to move up to next level.
11. User can request a friend for points and on receiving a request friend can donate the points. (OPTIONAL).
12. User data will be analyzed and Leaderboard results and rank will be shown to the user on his/her Dashboard. Dashboard will also consists of various other statistics.
13. User can ask a question based on a particular course or quiz on the online portal made available. Various other users can answer the questions posted by other users.

14. User can report as spam another user, If he/she finds the answer or question irrelevant.
15. Provision of a Content management System to the Admin and Faculty to add various courses, Quizzes, Materials etc.

**Approval of the Minutes:** 1 hour

**Members Present:** Jaspreet, Hardik Bohra, Hardik Thakkar, Chintan, Mansi, Dishant, Palash, Fatema

**Members Absent:** Kush Shah

**Date:** 11/08/16

**Time:** 4:30 pm to 5:00pm

**Place:** CEP 209

**Meeting called for:** Meeting with mentor

**Detailed Discussions:**

Gave a brief description about the project to the Mentor and also mentioned the requirements gathered till date.

Points suggested by the mentor:

1. Questions should be uploaded in bulk and random questions should be provided to the users.
2. Time spent on each question or quiz can be monitored for analysis and evaluation of the student.
3. Asked to explore khan academy to get an idea about UI, API, data analytics, recommendations, etc.
4. If possible we can try to include data analytics and test feasibility.

**Approval of the Minutes:** 30 min

**Task Given:**

1. Wikipedia page - Hardik Thakkar, Fatema
2. CMS - Hardik, Dishant, Chintan
3. Video - Palash, Kush, Chintan
4. Modules - Jaspreet, Mansi

**Members Present:** All

**Members Absent:** NONE

**Date:** 13/08/16

**Time:** 11:00 am to 12:00pm

**Place:** Cafe

**Meeting called for:** Discussion about feasibility report

**Detailed Discussions:**

1. Points to be written in the feasibility report were discussed.
2. Points like deliverables, outline plans – milestone, visibility plans, business considerations, risk analysis, etc.
3. Discussion about SDLC i.e. which model will be appropriate and will be implemented in the project.

**Approval of the Minutes:** 60 min

**Task Completed:**

1. Wiki page – Gathered enough information and still working.
2. Video – On hold.
3. CMS requirements – Partially Completed
4. Modules – Partially Completed

**Task Given:**

1. Scope, purpose, problem statements, tasks, benefits - Fatema
2. Functional and non-functional requirement - Jaspreet Chhabra
3. Requirement analysis and Technical - Hardik Bohra and Dishant Patel
4. Deliverables - Mansi Shah
5. SDLC and Outline plan-milestone - Palash and Hardik Thakkar
6. Visibility Plan, Business consideration - Kush Shah
7. Risk analysis - Chintan Sanghavi



**Members Present:** Jaspreet, Hardik Bohra, Hardik Thakkar, Chintan, Mansi, Dishant, Palash

**Members Absent:** Kush, Fatema

**Date:** 15/08/16

**Time:** 09:45 pm to 11:15pm

**Place:** Cafe

**Meeting called for:** Feasibility report

**Detailed Discussions:**

1. Discussion about the previously given tasks.
2. Discussion about the user module. The discussion was to keep user and faculty either modules or just a generalized user module.
3. This means that any user can create his/her own course but the issue here is course authentication.
4. But if the authentication is done at admin level that it means that admin must have knowledge of every course available.

**Approval of the Minutes:** 120 min

**Task Completed:**

5. Purpose, scope, problem statement, task and benefits – Done/refinement required.
6. Requirement analysis – done.
7. Technical – Done/refinement required.
8. Deliverables – Done/Changes required.
9. SDLC – Done.

**Members Present:** Jaspreet, Hardik Bohra, Hardik Thakkar, Chintan, Mansi, Dishant, Palash, Fatema

**Members Absent:** Kush

**Date:** 23/08/16

**Time:** 12:45 pm to 1:15pm

**Place:** Cafe

**Meeting called for:** Feasibility report and requirement analysis

**Detailed Discussions:**

1. Discussion about the game to be created.
2. An idea on creating a sorting game was discussed.
3. What we thought was to create a game in which the user has to apply sorting algorithms on real world applications.

**Approval of the Minutes:** 30 min

**Members Present:** Jaspreet, Hardik Bohra, Hardik Thakkar, Chintan, Mansi, Dishant, Palash, Fatema, Kush

**Members Absent:** None

**Date:** 24/08/16

**Time:** 4:00 pm to 4:30pm

**Place:** Cafe

**Meeting called for:** Feasibility report

**Detailed Discussions:**

1. Changes to be done in the feasibility report were discussed.
2. Require analysis of game development.

**Task Assigned:**

3. Documentation – Fatema, Palash
4. Business Contribution – Kush
5. Risk Analysis – Chintan
6. Functional requirements – Jaspreet, Mansi
7. Requirement analysis, Outline plan – Hardik Bohra, Dishant, Hardik Thakkar

**Approval of the Minutes:** 30 min

**Members Present:** Hardik Bohra, Hardik Thakkar, Chintan, Mansi, Dishant, Palash, Fatema, Kush

**Members Absent:** Jaspreet (Medical Emergency)

**Date:** 26/08/16

**Time:** 4:00 pm to 05:00pm

**Place:** Cafe

**Meeting called for:** Requirement Elicitation

**Detailed Discussions:**

1. Requirement Elicitation Technique – Interview
2. Modules - Faculty Login, User model of CMS, Register, Database
3. We have divided our team in 2 parts:-
  - a. App Development
  - b. Game Development
4. App Development:- We have decided to use react js/node js
5. Game Development: - We have decided to use Corona, create js.

**Task Assigned:**

1. App Development – Fatema, Mansi, Chintan, Palash.
2. Game Development – Kush, Dishant, Hardik Thakkar, Hardik Bhora.
3. Quality Analysis – Fatema, Kush.
4. Tester – Chintan, Palash.
5. Developer – Dishant, Hardik Thakkar, Hardik Bhora.
6. Project Manager – Jaspreet.
7. Scrum Master – Mansi.

**Approval of the Minutes:** 60 min

**Members Present:** Hardik Bohra, Hardik Thakkar, Chintan, Mansi, Dishant, Jaspreet, Fatema, Kush

**Members Absent:** Palash

**Date:** 02/09/16

**Time:** 11:15 am to 12:15 pm

**Place:** CEP

**Meeting called for:** Meeting with mentor

**Detailed Discussions:**

1. Meeting was about Requirement Elicitation and Analysis.
2. Decided the Task to be undertaken:-
  - a. Elicitation of Students
  - b. Every week once teach Technology
3. Chintan and Fatema will take the session on Angular Js
4. Task to be done in Web App :-
  - a. Register and Login
  - b. Game Visibility Functionality
  - c. Side Menu and Fragmentation based on week/month/date
  - d. Level – points management

**Task Assigned:**

1. Study React Js/Angular Js :- Fatema, Mansi, Chintan
2. Study Node Js and No SQL :- Jaspreet, Hardik Bhora, Dishant
3. Study Create Js :- Hardik Thakkar
4. Web App Design :- Palash

**Approval of the Minutes:** 60 min

**Members Present:** Hardik Bohra, Hardik Thakkar, Chintan, Mansi, Dishant, Jaspreet, Fatema, Palash

**Members Absent:** Kush

**Date:** 07/09/16

**Time:** 04:00 pm to 05:00 pm

**Place:** CEP

**Meeting called for:** Task Assignment

**Detailed Discussions:**

1. Reviewed the tasks done by everyone and new tasks were assigned.
2. Requirements were frozen.
3. Technologies to be used were decided i.e. Node Js, No SQL (Mongo) for Backend, Create Js for Game Development, Angular Js/React for Web App.

**Task Assigned:**

1. Interview – Chintan, Hardik Bhora, Mansi and Jaspreet
2. 4 MOM , Software and Hardware Interface – Fatema
3. Elicitation – Palash
4. Non-Functionality – Dishant
5. User Characteristics – Hardik Thakkar
6. Functionality and Product Functionality – Hardik Bhora and Chintan
7. User Stories and Constraints – Mansi and Jaspreet
8. Architecture Design - Kush

**Approval of the Minutes:** 60 min

**Members Present:** Hardik Bohra, Hardik Thakkar, Chintan, Mansi, Dishant, Jaspreet, Fatema, Palash

**Members Absent:** Kush

**Date:** 14/09/16

**Time:** 03:30 pm to 4:30pm

**Place:** CEP 209

**Meeting called for:** Session on technologies to be used

**Detailed Discussions:**

1. A brief overview on Mongo DB was given by Dishant.
2. Jaspreet and Dishant gave some insights on Angular JS.

**Task Assigned:**

1. Brainstorming Documentation – Palash
2. Questionnaire – Jaspreet
3. Changes told by sir to done in SRS – Hardik Bohra and Fatema.
4. Session on React JS – Chintan
5. Session on Node JS – Hardik Bohra
6. Agenda of next meeting - Database Schema

**Approval of the Minutes:** 60 min

**Members Present:** Hardik Bohra, Kush, Chintan, Mansi, Dishant, Jaspreet, Fatema, Palash

**Members Absent:** Hardik Thakkar

**Date:** 15/09/16**Time:** 11:30 pm to 1:00pm**Place:** CEP 209**Meeting called for:** Database Schema**Detailed Discussions:**

The following tables/collections will be created in the database:-

1. User – name, type, programme, year, webmail id, institute, email, password, mobile no.
2. Course – name, tag, sem, year, user\_id, programme, desc
3. Course will have topics/levels  
Topics/levels – name, difficulty level, start time, end time, desc
4. Topics/levels will have games  
Games – difficulty level, points, start time, end time, max attempts, min score, title, desc, hints url
5. Materials or tutorials will be provided to the user  
Material – name, file-type, start time, end time, desc
6. Performance – user\_id, game\_id, attempts, points(Score), start time, end time, hints used, accuracy/correct steps
7. Announcements – title, desc, user\_id, time, course\_id, open, batch, year

**Task Completed:**

8. Database Schema

**Task Assigned:**

1. Brainstorming Documentation – Palash
2. Questionnaire – Jaspreet
3. Changes told by sir to done in SRS – Hardik Bohra and Fatema.
4. Session on React JS – Chintan
5. Session on Node JS – Hardik Bohra
6. Time for next meeting - 8:30 pm.

**Approval of the Minutes:** 90 min**Members Present:** Hardik Bohra, Kush, Chintan, Mansi, Dishant, Jaspreet, Fatema, Palash, Hardik Thakkar



**Members Absent:** None

**Members Late:** Kush, Palash, Hardik Bohra, Chintan

**Date:** 20/09/16

**Time:** 08:00 pm to 09:00 pm

**Place:** Cafe

**Meeting called for:** Project planning document

**Detailed Discussions:**

1. Document was discussed point by point.
2. Tasks were given to the group members and the work to be done in the document was discussed.

**Task Assigned:**

1. Gantt Chart, Work Breakdown Structure, Project Schedule, Appendix – Jaspreet
2. Change Control management – Mansi
3. Dependencies – Kush
4. Time Management and milestone – Fatema
5. Risk management – Chintan
6. Deployment Plan – Dishant
7. Quality Management – Palash
8. 7,8 – Hardik Thakkar, Hardik Bohra

**Approval of the Minutes:** 60 min

**Members Present:** Hardik Bohra, Hardik Thakkar, Chintan, Mansi, Dishant, Jaspreet, Fatema, Palash

**Members Absent:** Kush

**Date:** 25/09/16

**Time:** 09:00 pm to 10:00 pm

**Place:** Cafe

**Meeting called for:** Project planning document and Sprint 1 discussion.

**Detailed Discussions:**

1. Discussion of the entire project Schedule.
2. Discussed the Sprint Backlog.
3. Documentation will be taken care of by Mansi Shah
4. Node Js and Mongo Db implementation - Jaspreet
5. React Js - Chintan and fatema
6. Wireframe - Palash

**Task Assigned:**

1. Gantt Chart, Work Breakdown Structure, Project Schedule, Appendix – Jaspreet
2. Change Control management – Mansi
3. Dependencies – Kush
4. Time Management and milestone – Fatema
5. Risk management – Chintan
6. Deployment Plan – Dishant
7. Quality Management – Palash
8. 7,8 – Hardik Thakkar, Hardik Bohra

**Approval of the Minutes:** 60 min

**Members Present:** Hardik Thakkar, Mansi, Dishant, Jaspreet, Fatema, Palash, Hardik Bohra, Chintan

**Members Absent:** None

**Date:** 28/09/16

**Time:** 02:00 pm to 3:00 pm

**Place:** Cafe

**Meeting called for:** Project planning document

**Detailed Discussions:**

7. Discussion regarding milestone.
8. Deployment plan was discussed.
9. Discussion of the entire project Schedule.
10. Activity Network diagram was discussed.

**Task Assigned:**

9. Gantt Chart, Work Breakdown Structure, Project Schedule, Appendix – Jaspreet
10. Change Control management – Mansi
11. Dependencies – Kush
12. Time Management and milestone – Fatema
13. Risk management – Chintan
14. Deployment Plan – Dishant
15. Quality Management – Palash
16. 7,8 – Hardik Thakkar, Hardik Bohra

**Approval of the Minutes:** 60 min

**Members Present:** Hardik Thakkar, Mansi, Dishant, Jaspreet, Fatema, Palash

**Members Absent:** Hardik Bohra, Chintan, Kush

**Date:** 27/10/16

**Time:** 05:00 pm to 06:00 pm

**Place:** CEP

**Meeting called for:** Sprint 2 discussion

**Detailed Discussions:**

1. Discussion regarding the second game.
2. Deadline was decided for the task assigned to the group.
3. Ideas were discussed regarding the queue and sorting game.
4. Game 1 deadline - 29 oct
5. Game 3 deadline - 7 nov
6. Game 4 deadline - 7 nov
7. Web Interface deadline - 7 nov

**Task Assigned:**

1. Course management - Fatema
2. Unit Management (Game) - Hardik Thakkar
3. Api - Hardik Bohra
4. Game - Mansi
5. Integration - Palash

**Approval of the Minutes:** 60 min

**Members Present:** Hardik Thakkar, Mansi, Dishant, Jaspreet, Chintan, Palash, Hardik Bohra

**Members Absent:** Fatema, Kush

**Date:** 8/11/16

**Time:** 03:30 pm to 04:00 pm

**Place:** CEP

**Meeting called for:** Test Plan Document

**Detailed Discussions:**

1. Test plan document was discussed.
2. Validations were set and test were created accordingly.

**Task Assigned:**

1. Chintan - 10 nov

**Approval of the Minutes:** 30 min

**Members Present:** Hardik Thakkar, Mansi, Dishant, Jaspreet, Chintan, Palash, Hardik Bohra

**Members Absent:** Fatema, Kush

**Date:** 15/11/16

**Time:** 08:30 pm to 11:00 pm

**Place:** CEP

**Meeting called for:** Implementation

**Detailed Discussions:**

1. Implementation of all the left functionalities was started.
2. Integration of various modules was done.
3. Game created in createjs was implemented in android.

**Approval of the Minutes:** 150 min

**Members Present:** Hardik Thakkar, Mansi, Dishant, Jaspreet, Chintan, Palash, Hardik Bohra, Fatema

**Members Absent:** Kush

**Date:** 22/11/16

**Time:** 02:00 pm to 05:00 pm

**Place:** CEP

**Meeting called for:** Implementation

**Detailed Discussions:**

1. GUI for web interface was integrated with all the functionalities.
2. Testing was started.

**Task Assigned:**

1. GUI integration (Static) - Palash, Mansi
2. GUI integration (Dynamic) - Hardik Thakkar.
3. Testing - Chintan, Fatema
4. Back end - Jaspreet, Hardik Bohra
5. Mobile App - Dishant
6. Game - Jaspreet, Dishant

**Approval of the Minutes:** 180 min

**Members Present:** Hardik Thakkar, Mansi, Dishant, Jaspreet, Chintan, Palash, Hardik Bohra, Fatema

**Members Absent:** Kush