Process Documentation: Meeting Notes

[1st Meeting]

- Date: 24/1/2024
- Time: 10.30
- Duration: 1 hour
- With/Without the instructor: without

(Topics Discussed)

-Group members introduced themselves to each other.

-Group members agreed upon the group name.

-Group members agreed upon the initial roles: Three people will be mainly responsible for the front end and the other three people will be mainly responsible for the back end. The role can be discussed and altered as suitable for the situation and personal preference.

[2nd Meeting]

- Date: 12/2/2024
- Time: 13.00
- Duration: 1.30 hours
- With/Without the instructor: without

(Topics Discussed)

-Group members discussed the project specification.

-Group members brainstormed about the aspect of sustainability to focus on and the game style to implement.

-The aspects of sustainability mainly fall into the categories related to energy saving, nature, and plants.

-The game styles proposed are: Minigames, Virtual Garden, Geolocation Implementation, Green Habit Building, Virtual Pet.

-Group members agreed on the programming languages and frameworks to use: Python (Django), HTML, CSS, and JavaScript (Bootstraps).

[3rd Meeting]

- Date: 12/2/2024
- Time: 14.30
- Duration: 15 minutes
- With/Without the instructor: with

(Topics Discussed)

-Group members informed the instructor about the initial ideas.

-The instructor advised that the group should have a more specific focus on the area of sustainability and make the project impactful. Plus, the group should avoid adding too many features to the plan in a way that could cause unclear direction.

-Group members asked questions about the presentation and got informed about the slide and the demo.

[4th Meeting]

- Date: 12/2/2024
- Time: 14.45
- Duration: 30 minutes
- With/Without the instructor: without

(Topics Discussed)

-Set up the Trello and the Kanban board.

-Group members took the instructor's advice into consideration and attempted to have a clearer direction.

-Group members agreed upon focusing on bee conservation for the sustainability topic, with the approach that promotes awareness and encourages participation in environmentally friendly actions.

-Group members agreed upon combining the ideas of Virtual Garden, Green Habit Building, and Virtual Pet.

-The project idea is to create a virtual garden where the players have to complete real-life environmentally friendly actions (habits) to gain the virtual seed for planting in their virtual garden. This virtual garden has a virtual pet bee in which the bee's health status and happiness fluctuate according to the fullness of the garden. Plus, there is the leaderboard system. And the in-game plant will truly represent the real plants in the University of Exeter garden. This way, the users will be encouraged to lead a greener life while having the bee and the leaderboard as the motivations. And they will naturally learn more about real-life plants that are beneficial to the bee populations from the in-game plants.

-Group members agreed upon the task allocations where six people will split into three pairs. Each pair contains one person who does the front end and another one who does the back end. Three tasks allocated were the landing page, the log-in pages, and the habit tracker system.

[5th Meeting]

- Date: 16/2/2024
- Time: 15.30
- Duration: 1.30 hours
- With/Without the instructor: without

(Topics Discussed)

-Summarise the required parts of the first sprint: Login/Logout page, Sign up page, Landing/About us page, Virtual Garden page, Habit Tracker page

-Summarise the required parts of the second sprint: Leaderboard page, Admin page, Visit other player's garden

***The decision of the first and second sprints can be altered later

-Agreed upon which to be put in the second sprint.

-Group members update on the progress of parts they are responsible for.

-Upon getting updates about certain parts of the works meeting the expectation while some need more modification, group members agreed that the virtual garden is the most important part. Therefore, if plans have to be changed, the garden will always be the priority.

-After that, group members discuss more details regarding the functionalities of the virtual garden.

-The virtual garden details discussed are: Pop up windows, The drag and drop seeds, the real University of Exeter garden as some reference, a Leaderboard, Reward system.

-Draw the initial design for the virtual garden so everyone can have the same idea of the garden visual.

-Discuss which University of Exeter's garden real flower will be included in the game.

-Create a text file summarising the game flows and game logic for clear direction.

-Discuss the potential data storage implementations.

-Discuss the integration of the parts.

[6th Meeting]

- Date: 19/2/2024
- Time: 14.00
- Duration: 1 hour
- With/Without the instructor: without

(Topics Discussed)

-Specify clearer game logic about the methods of score reward, daily habit tracking, and seed life cycle.

-Update each part's progress.

-Group members agreed that pair parts are being done enough so the project can move on to more specific parts where all of six members are each responsible for a separated part.

[7th Meeting]

- Date: 19/2/2024
- Time: 15.00
- Duration: 15 minutes
- With/Without the instructor: with

(Topics Discussed)

-Group members inform each other about the progress of their part.

-The teaching assistant ensures the group is correctly on the right track with the usage of Trello and Kanban.

-The reaching assistance ensures that the group is on the right track with the process tracking.

[8th Meeting]

- Date: 22/2/2024
- Time: 13.00
- Duration: 2.30 hours
- With/Without the instructor: without

(Topics Discussed)

-Reestablish the database to ensure the data storage works properly when different parts are integrated.

-Update the process on each part and agree upon the allocation of further works.

-Propose the implementation of features based on the user's real-time location.

-Decide that the user's location is going to be used for encouraging users to physically go to the specified location, which are mostly areas where they can find real plants, they will obtain the rare in-game seed. This method encourages more connection to nature and makes the game more exciting.

-After deciding on the user's location purpose, the group discussed the technical aspects of the implementation, such as the Google map and the coordinator. The idea ended up being the proposal of the minimap system.

-The group has the idea that the current game method does not seem to have diverse features. Therefore, after the minimap proposal, the group has further discussion about possible feature expansion.

-Examples of ideas being proposed are: Weekly task of taking real plant pictures, Seasonal events where some details of the game change based on the real-life season of where the player lives, Randomised tasks, and Game master's interaction with players.

-After the discussion, the group agreed upon keeping the discussed further features in the second sprint to avoid getting lost in directions and being unable to finish the initial works within the given time frame.

-The group works together during the meeting to see if some code in each part has to be removed or altered to avoid future code conflicts.

-The group performed several debuggings.

[9th Meeting]

- Date: 25/2/2024
- Time: 13.00
- Duration: 45 minutes
- With/Without the instructor: without

(Topics Discussed)

-Group members discussed the presentation preparation and agreed to make the initial version of the slides.

[10th Meeting]

- Date: 25/2/2024
- Time: 13.45
- Duration: 15 minutes
- With/Without the instructor: with

(Topics Discussed)

-Group members showed the current work to the instructor.

-The instructor gave positive feedback and asked questions about how the group had been planning the presentation.

-Group members explained the current presentation ideas to the instructor and asked questions to clarify the presentation and the submission requirements.

[11th Meeting]

- Date: 28/2/2024
- Time: 13.30
- Duration: 45 minutes
- With/Without the instructor: without

(Topics Discussed)

-Group members updated the process on each part.

***The parts are meant to already be finalised at this point.

-Group members agreed to modify the code a little more.

-Group members allocated the submission documentation tasks and agreed to have another meeting where the submission happens.

[12th Meeting]

- Date: 28/2/2024
- Time: 22.00
- Duration: 3.30 hours
- With/Without the instructor: without

(Topics Discussed)

-Group members finalised each branch on GitHub, ensured the code integrability, and carefully integrated parts into the main branch one by one.

-Group members ensured the final product for the first sprint worked as expected.

-Group members rechecked the documentation.

-Group members rechecked the submission.

-The work is submitted.

[13th Meeting]

- Date: 3/3/2024
- Time: 14.00
- Duration: 1 hour
- With/Without the instructor: without

(Topics Discussed)

-Group members discussed who would speak on each part of the presentation and demo

-Each group member prepared their part for the presentation.

[14th Meeting]

- Date: 4/3/2024
- Time: 13.50
- Duration: 45 minutes
- With/Without the instructor: without

(Topics Discussed)

-Group members allocated initial tasks for sprint 2.

[15th Meeting]

- Date: 11/3/2024
- Time: 15:00
- Duration: 15 minutes
- With/Without the instructor: with

(Topics Discussed)

-Group members received feedback from the presentation.

-Group members discussed GDPR compliance and the privacy policy.

[16th Meeting]

- Date: 17/3/2024
- Time: 15:00
- Duration: 1 hour
- With/Without the instructor: without

(Topics Discussed)

-Group members discussed progress on their tasks for sprint 2.

-Additional tasks were allocated to some group members.

[17th Meeting]

- Date: 18/3/2024
- Time: 14:45
- Duration: 15 minutes
- With/Without the instructor: with

(Topics Discussed)

-Group members received feedback on the working version of the product from the instructor.

-Group members discussed the second submission.

[18th Meeting]

- Date: 20/3/2024
- Time: 22:30
- Duration: 1:30 hours
- With/Without the instructor: without

(Topics Discussed)

-Group members discussed the poster.

-Group members fixed final bugs in the code and carefully integrated the fixed code into the main branch.

-Group members finalised product and documentation.

-The work is submitted.