Sprint 1

Software Engineering Module

Our Group

Group Name: TapThat

Members:

- Luke Pring (A00012218)
- Jack Turner (A00011257)
- Alec Thompson (A00025015)
- Sujal Shah (A00022782)

Our Project

Our project, TapThat, is a community focused web application designed to support and promote local British pubs, which are declining in number across the UK. The platform allows users to view nearby pubs on an interactive map and find the quickest walking route to their nearest pub using an A star heuristic algorithm. Users can contribute by reviewing pints at pubs, view reviews left by others, and engage with the wider community through shared experiences rather than financial exchange. Each submitted review will include a built in AI feature that analyses the pour and generates a score, encouraging consistent quality and engagement.

An aggregated leaderboard of the most popular beers helps pubs understand community preferences and encourages engagement between customers and local businesses. The application aligns with the theme of sharing and building community by raising awareness of local pubs and encouraging people to visit, support, and sustain them through collective participation.

Code of Conduct

Professionalism & Communication

We will communicate primarily through a WhatsApp group chat that we have set up. All team members are expected to respond to direct messages within 24 hours during the working week.

Everyone should attend the weekly stand-up meetings with our lecturer during lab time. We will try and hold internal team meetings at least once per week to update progress. This may be through a WhatsApp call if meeting in-person isn't viable.

If a member cannot attend a meeting they should inform the group at least 24 hours in advance, to avoid disruption.

Workflow

We will use the GitHub repository "jackoturner/SoftwareEngineeringModuleCoursework" for our coursework. Everyone should be invited as a collaborator. Every team member should make at least one commit per sprint.

We should not commit unfinished or broken code to the main branch. All features should be developed on seperate branches and merged via Pull Request after review by the team.

We will update the GitHub project KanBan board daily to reflect the status of tasks. Tasks will be assigned based on the product backlog created in this sprint.

All members should ensure they can run the development environment using Docker to ensure consistency.

Code Quality & AI Use

We should aim to complete work before the official submission deadline to allow time for merging and review. Code written should be readable and commented. We should not submit code we cannot explain or don't fully understand, such as code copied from AI tools.

We may use AI to help debug code, explain concepts or improve writing quality. We shouldn't use AI to generate complete features, ideas or specifications. This is in-line with industry standards.

Conflict Resolution

If a disagreement occurs, we will resolve it via a majority vote. If tied, we will consult module teaching staff.

If a member of the group doesn't contribute or breaches this code of conduct, we will first aim to resolve the behaviour through a team meeting or written warning in the group chat.

If the behaviour continues, we will initiate the dismissal process outlined in the module brief which includes evidence gathering to present to the module delivery team, and allowing for the member to explain any mitigating circumstances.

Personas

Persona 1 - Arthur *"The Local"*

Role: Retired Teacher & CAMRA (Campaign for Real Ale) Member

Bio: Arthur has lived in the borough of Wandsworth for 30 years and has seen three of his favourite local pubs shut down. He values conversation with friends and quality beers over the loud music and cheap drinks offered by newer bars. He isn't highly tech-savvy but uses apps and the internet regularly on his smartphone and laptop to pursue his hobbies, manage finances and read the news.

Goals:

- To discover and support independent local pubs that are struggling, rather than large chains such as Wetherspoons.
- To find specific types of ales that he enjoys, and check if they are being served well with a good pour before travelling there.
- To share his knowledge of hidden gems to inspire the younger generation to keep the businesses alive.

Frustrations:

- Walking to a new pub to find it has closed down or doesn't serve any of his preferred pints.
- "Bad pours"; paying full price for a pint that is flat or mostly head.
- Lack of easy to access information around which pubs are community-focussed instead of corporate.

Persona 2 - Mia *"The Student"*

Role: 2nd Year University Student

Bio: Mia is new to the area, having recently transferred to the University of Roehampton. She relies on walking to save money on Taxis or Ubers. She enjoys "gamified" apps where she can upload photos and compete on leaderboards. She likes apps where she can share with like-minded people in communities.

Goals:

- Find the quickest walking route to the nearest open pub for a spontaneous meetup (using the A* map feature).
- To use the AI pour rating system to challenge her friends to find the perfect pint and post the results.
- To see a leaderboard of popular student-friendly pubs so she knows where the atmosphere is good.

Frustrations:

- Getting lost trying to find shortcuts through the city, only to find herself at a closed location.
- Going to a pub that is empty or lacks a community atmosphere.
- Inconsistent quality of service when exploring new places, which puts her off trying potential local gems.

Ethical Considerations

Responsibly promoting alcohol consumption

TapThat is an application with a focus on pubs and beer, meaning there is a risk of inadvertently encouraging excessive alcohol consumption or binge drinkng culture which conflicts with our collective responsibility for student wellbeing and public health.

The app will prioritise product quality, with our AI pour rating feature, and the social aspect of pub culture over alcohol consumption quantity. For instance, we will never include a leaderboard for "number of pints consumed". We will

additionally include “Drink Responsibly” messaging throughout the app and ask new users to enter their date of birth, in line with UK regulations and common practices for existing alcohol based websites

Accuracy and Fairness to Local Businesses & AI Bias

Our unique proposed feature will use an AI image analysis API to score a “pour”. If the AI is inaccurate (e.g. due to poor lighting or camera angle), it could unfairly penalise a sturggling local business, damaging their reputation on our leaderboards.

To mitigate this, we will clearly label our AI score as a “fun/beta” feature rather than an absolute metric. We will allow users to manually add context to their reviews to ensure a fair representation of the pub which will prevent a mob mentality based solely on an automated score.

We will take care in crafting a prompt for the AI model, emphasising that the model may refuse to rate a pour if the image isn’t clear or doesn’t depict a pint. Thorough testing on images will take place to ensure the scoring is as accurate and fair as possible.

User Safety and Routing

The app will suggest walking routes to local pubs in a given area. A “quickest” route calculated by an algorithm might direct intoxicated users through unsafe, poorly lit, or high traffic areas, particularly late at night.

While it isn’t feasible to map every street light in the UK, we will prioristise main roads where possible, and include a disclaimer that routes are genrated automatically and users should stay aware of their surroundings. Walking will remain actively encouraged, which is far safer than drink-driving.

Data Privacy and Location Tracking

To provide features such as finding the nearest pub and routing, we require access to the user’s geolocation. Storing this data could create privacy risks, allowing user movements to be tracked.

Location data will be processed client-side where possible, sending a general area to the server when required instead of exact GPS coordinates. We will not store historical location data within our database. Reviews will be posted with

a timestap but will not reveal the user's live location. Users will have the option to post reviews only to their friends.

Meeting Record 1: Project Kick-off

Date: Thursday 5th February 2026

Location: Virtual via WhatsApp

Attendees: Luke, Jack, Alec, Sujal

Agenda:

1. Discuss and agree on the "TapThat" project idea.
2. Review and adopt the Code of Conduct outlined in this document.
3. Set up GitHub repository and invites to team members.

Decisions Made:

- Agreed to use "TapThat" as our project, with the description and features outlined.
- Code of Conduct agreed to by all members.
- Jack assigned to set up initial GitHub repo and invites, set up the KanBan project board.
- Luke assigned to create Sprint 1 PDF document.
- Alec and Sujal assigned to set up Docker scaffolding and ensure consistency between all devices.

Next Meeting: Thursday 12th February 2026