

**Minutes of the  
Team Osaka Project Meeting  
UG04, Computer Science**

**February 21, 2014; 10:00-11:00 (approved on February 22)**

**Minutes Taker: Rowan Stringer**

**Attendance**

1. Rowan Stringer
2. Benjamin Crispin
3. Sam Farmer
4. Josh Wainwright

**Agenda**

1. Extra team member
2. Project documentation
3. Scoping out project and idea
4. Research
5. Allocations
6. Selection of Software Engineering Paradigm
7. Project Outline
8. Next Meeting
9. Any Other Business
10. Time of Meeting End

**Minutes**

- 1. Extra team member:**
  - Notify Deedar about meeting.
  - Send Deedar the minutes.
  - Add Deedar to WhatsApp group.
- 2. Project documentation:**
  - Write down project proposal down as soon as possible to avoid losing a week. Deadline of Monday.
  - Use latex for final deliverables (to give ability to use version control like subversion), if possible.
  - Team will use UML where appropriate.
- 3. Eliciting project requirements:**
  - Creating a *use case diagram* as a team to determine broad system requirements.
  - Brief system description: the system is a live educational quiz in which students compete in real time to answer questions correctly. It will implement a client-server model with connected computers. There will be two user classes, henceforth referred to as Admin and Student. The system will implement sockets and threads (which avoid races/deadlocks) where appropriate and will have a graphical user interface (GUI).

**4. Research:**

- The team should research other existing systems in order that the project solution can improve on and differ from currently existing systems.
- It is important to keep log of bibliography references during the project as this will be a useful resource at the end of the project.

**5. Allocations:**

- Rowan (rjs305@bham.ac.uk) will act as the team email liaison with the tutor.

**6. Selection of Software Engineering Paradigm:**

- Due to the project multiple streams running concurrently, and unclear initial requirements, an iterative model (such as an Iterative Waterfall Model) will be adopted to reduce the amount of planning required and allow changing requirements to be met in a natural progression.

**7. Project Outline (in bullet point form):**

- A real-time educational team quiz system
- The system allows Students to logs into a user account
- The system allows logged in Students to compete in a many on many in a multiple choice / simple answer quiz
- The system gives a set number of questions per quiz (as per the admin)
- The system ensures synchronicity between all clients and the server
- The system allows users to log on with past question results
- The system displays a leader board and some feedback about the question to the Student
- The system displays a basic statistical information during the quiz to the Admin
- The system displays a summary report of statistical information at the end of the quiz to the Admin
- The system will allow the Admin to add or remove questions
- The system will log information about the Student's quiz session

**8. Next Meeting:**

- Next meeting will be arranged via WhatsApp group in response to the Joe's feedback.

**9. Any Other Business: – NIL.****10. Time of Meeting End:**

- The meeting was adjourned at 11:00.

Action Summary				
ID	Action Specifics	Responsible	Deadline	Status
1	Send a project outline (bullet points) to Joe	Josh	24/02/2014	Open
2	Notify Deedar about meeting, send her the minutes, add her to WhatsApp group	Rowan	21/02/2014	Open
3	Arrange next meeting via WhatsApp group in response to the Joe's feedback	Rowan	27/02/2014	Open
4	For the next meeting, have a bibliography reference about sockets and/or threads	All	Next Meeting	Open

\*\*\* End of Minutes \*\*\*