***Opflow - DevOP* Meeting Minutes**
Design Review
Wednesday, April 14, 2021

<u>Attendees:</u>   James Setliff
           Courtney Hill
           Christopher Lebovitz
           Kacheef White
           Charles Young
           Michaela Elliott
           And the rest of the class

<u>Items Discussed:</u>
- Design Review Presentation
    o Introduction
    o High Level Requirements
    o Final Design
        ▪ State Diagrams
        ▪ Live Demo
    o Results
        ▪ Test Plan
        ▪ Problems and Challenges
    o Questions?
- Shift Team Six
    o Phone based inventory management system
    o Quik-Ventory
        ▪ Barcode scanning or manual input
    o High Level Requirements
        ▪ Register, login, logout
        ▪ Scan and store in database
        ▪ Add, modify, delete items
    o Difficulties with IDEs and new languages
- Virtual Zoo Guide
    o View cool zoo facts as you wander the park.
        ▪ Display map with directs
        ▪ Displays animals by region
        ▪ Displays information about selected animal
        ▪ Search bar that zooms map to animal area
    o Problems/Challenges
        ▪ Scalability of map
        ▪ Separation of work issues
- EcoCosts
    o Budgeting tool for individual users
    o Stock watcher
    o High Level Requirements

- Transaction Input, Double-entry bookkeeping, ~~Cash flow analysis,~~ Categories, Stock, ~~Transaction strategies~~
- Navigation, login & registration, account details, stock search, stock watcher, budget tracker, ~~Suggestions & tips,~~ categories, ledger, ~~stock ticker~~
- Relational schema, ER diagram, Sample queries, transaction based system
  - Lots of good error checking here

Action Items:
- New languages are tough
- New IDEs are tough
- New processes are tough
- People that can make good front-end design are probably literal gods
- Repository control was an issue for most groups as well