

# 9/3 Tuesday Lab

09 March 2021 13:32

Everyone do a component

- Angela - Home Do we also need someone to do the menu? I'd be happy to do that
  - Zack - I already added the menu, but didn't do any of the routing if you want to try that out!
- Kyle -
- Olivia -
- Zack - Game - over, quiz, win, error
- Zain - help/instructions
- Need components for home, game over, quiz, error, help, and win

Zack will do API server.js thing in project

# 11/3 Thursday Lab

10 March 2021 10:28

## Notes:

- Wrote findings and notes from the paper prototype
- Worked on outline for the write-up
- Updated Read Me page on Github

# 16 March Meeting

14 March 2021 18:33

Had quick meeting

- High priority
  - Need meeting to discuss Primary and Secondary objectives
  - Need meeting to discuss data model
- Lower priority
  - Smaller updates to site that we know we will need
    - Routing between components

Issue when refreshing a page:

Error: ENOENT: no such file or directory, stat 'C:\CSMsc\Group\_Project\COMSM-SEGP\dist\index.html'

From <<http://localhost:3000/generic-error>>

Potentially this: <https://stackoverflow.com/questions/37078570/express-angular2-error-enoent-no-such-file-or-directory-upon-refresh>

# 18 March Thursday Lab

18 March 2021 10:08

## Conceptual Scope

- How 'big' is your project? What's the balance between the serious and playful sides?
- Are you looking to raise awareness about your serious issue or to provoke a changes in attitudes / behaviour. If so, is this with a particular demographic/group?
- What are the primary objectives for your project? Are there any you could prioritise?
- Remember that the aim is to build a minimum viable product (MVP), with the intended aim that it would be at the level to show investors.

### Conceptual Scope

- How big is the project
  - Medium-sized with a clear way to expand if we have time
    - This is because we have the village level idea and can expand this as we go through it
  - Who is this for?
    - Children, but not exclusively. Ie, child friendly
- Balances between serious and playful
  - Playful with gentle nod towards serious issue of sugar consumption
  - Why is it playful?
    - 'Well, there's hobbits.'
    - Game-like:
      - point system and scored on performance
      - Somewhat reactive hobbit (feels sick or happy)
      - Includes some fantasy stuff
      - Levels if time
  - What about it is serious
    - Nod towards sugar consumption
    - Raising awareness
    - Provoke a change in attitude/behaviour and discourage poor sugar consumption or at least a discussion about it
- Trim down to a working demo/MVP (minimum viable product)
  - One working quiz that can run from beginning to end
    - You can lose
    - You can win
    - Food data needs to be imported via API
    - Ability to share results to improve discussions around sugar consumption
    - With seven different meal questions with a small pool of meals

# Technical Scope

- Which sections are you focussing on. Agree as a team is there a focus on the backend / frontend?
- Does the technical development support the concept? Can you trim out anything that doesn't?
- Decide on the fidelity of each of your functions. For instance, do you need to integrate a fully working map? or would a static one do as a proof of concept?
- Data. Is this 'live' or running from a hand-selected data set?
- Use user stories to identify technical scope.

## Technical Scope

- We have a front end focus, but there may be more backend if we implement users/levels
  - Because this is supposed to be fun and game-like, frontend focus will help optimize this
  - We really want to emphasize user interaction and make it a smooth, fun, and memorable experience.
- Hand-selected data sets
  - We'll use hand-selected data sets to generate meals, but will expand it depending on time
- Should push in some areas, but it is okay to have simpler ones in others
  - Let's think about and come back
  - It's okay if this isn't super technical or novel.

# Evaluation Scope

- What evaluation questions do you have? What do you know already? What do you not know? Do you have any assumptions?
- When are you evaluating it?
- What evaluation methods are you using?
- What is the depth of your data collection and analysis?
- It's ok to tell us how you would evaluate given further time and resources (we don't expect you for instance to run a 30 person user study!)

## Evaluation Scope

- How are we evaluating our product?
  -

- When are we evaluating it?
  - Evaluate on a **weekly** basis
  - Evaluate on Fridays-->standup = 30 min.
- What questions should we be asking?
  - Is it good?
  - Does it work?
    - Are there bugs?
    - Are there crashes?
    - "Software must work"
  - Does the application encourage awareness of sugar consumption?
  - Is the application fun and engaging?
- Evaluate features as they come in
- Depth of data collection should be scoped carefully due to validation and evaluation
- What would we do if we could?

# 18 March Primary Goals and Data Model

18 March 2021 11:04

## Primary Goals (with evaluation methods)

- We want to develop a website that presents a series of questions where a user's goal is to select food items with the lower sugar levels.
- One working quiz that can run from beginning to end
  - You can lose
  - You can win
  - Food data needs to be imported via API
  - Ability to share results to improve discussions around sugar consumption
  - With seven different meal questions with a small pool of meals
- Have a home page / landing page to start the quiz

## Serious vs Play

Make an app to improve awareness of sugar consumption

Create a fun and engaging experience

Display food sugar levels effectively

Guide behaviour of the user

Produce a functioning quiz

Design visually engaging and interactive interface

Get food information from API

Represent sugar levels with sugar cubes proportionally

Calculate and present user with final score

Add an overview of meals and sugar content endgame

Add indicators to discourage choosing high sugar level foods e.g. red cubes, upset hobbits

Implement a final score sharing function

Design and implement clear workflow with diagrams

Test the website through manual and automated methods

Design appealing graphics and colour scheme

Conduct user testing

Map out and evaluate user journey

## Data Model

- Hobbit
  - Max sugar allowance (could calculate front end)
  - Factors that affect sugar allowance (gender, age, diabetic, etc)
  - (optional) House/level id
- Food
  - Sugar
- Meals
  - Type of meal
  - Breakfast
  - Second Breakfast
- Meal-Food relationship
  - Combinations of foods for specific meals
  - Foods that could show up in each of the meals
- Hobbit-Food relationship
  - What preferences they have?
  - List of hobbit id and foods they will eat
- (optional) house
  - Name, id
- (optional) Users
  - Email address/username
    - Obviously there's some probably really complicated stuff with passwords but...
- (optional) Progress (relational user and house)
  - Shows how far a player has gotten
- Statistics
  - Number of quizzes
  - Number of shares
  - Numbers of game-overs (can get game-wins by subtracting)

## Serious vs Play

- Make an app to improve awareness of sugar consumption
  - Display food sugar levels effectively
    - Get food information from API
    - Represent sugar levels with sugar cubes proportionally
    - Calculate and present user with final score
    - Add an overview of meals and sugar content endgame
  - Guide behaviour of the user
    - Add indicators to discourage choosing high sugar level foods e.g. red cubes, upset hobbits
    - Implement a final score sharing function
- Create a fun and engaging experience
  - Produce a functioning quiz
    - Design and implement clear workflow with diagrams
    - Test the website through manual and automated methods
  - Design visually engaging and interactive interface
    - Design appealing graphics and colour scheme
    - Conduct user testing
    - Map out and evaluate user journey

- Number of game-over shares (can get game-wins by subtracting)



# 23 March Tuesday Lab

23 March 2021 13:28

- We're going to work on wroksheet individually and then plan out during standup or another meeting.

# 25 March Thursday Lab

25 March 2021 21:13

Met with Allison to review things

- Get started with the back end stuff

- Move stuff to github and use that as the main documentation tool over OneNote

# 26 March Sprint Planning

26 March 2021 13:51

- User Interviews
  - Interview 1
    - Go through wireframe and follow script/interview questions. Olivia will provide.
  - Interview 2
    - If we have time and there is enough progress to discuss. This will mainly partially focus on UI components to make sure no huge changes need to be made towards the end.
    - Potentially at the end of Easter vacation.
  - Interview 3
    - User acceptance testing plan
- Sprint planning
  - Feature vs User centric
    - Setup home component with divs/spans to match wireframe
    - While we are focusing on some safe features to implement before compiling user information, make sure actions are considering what a user would want on the page. E.g. as a user, I would want to go to the homepage of a site and see some basic info.
  - Backend development
    - Get started with the server and API stuff --> Angela will take a stab
  - Docker
    - Try and get this implemented and test with someone to make sure it works --> Zack and Angela
  - Start learning about MongoDB --> Zack and anyone else
  - Finish some existing front end stuff --> Zain is taking these
  - User stories and personas --> Olivia is working on these
  - There are some others, but those were the highlights. Take a look at trello to see more information.
- Wireframe
  - Missing food summary and a without login workflow --> Zack will add these.

# User Interview Notes

29 March 2021 14:42

- Homepage is clear
  - Expected a first time how-to-play thing.
- Comments on user names?
  - Will others see these?
  - Questioning the point if no one sees them
  - Do we even need email and user name? Could the game be sustained in cookies or something
    - Would people be angry if they delete their cookies
    - Can't play between computers
  - Plays as guest is the MVP only
  - Registration opinions
    - Not clear why you would register in the first place, so maybe some explanation is needed here if we do it.
  - Wouldn't know how to register from the home screen since there's only a login button
  - Annoyed at registering
  - **Decision-->scrap registration**
- Village screen
  - Some people seem interested in progressing through the levels
- **Forced popup to read the instructions**
  - Could limit feedback over help/instructions
  - Store some value when clicking out of the instructions
  - It is possible, but is it doable for us?
  - **Decision-->Have on the village screen**
- Need consistent wording across help/instructions
  - Also make sure the wording is clear and concise
- Maybe split out help and instructions
  - **Decision-->Label instructions -> 'How to Play'**
- Not sure what to click in the meal page (image or title)
  - Could have text be obviously not clickable
  - **Decision-->Could include the text in the clickable region->better option**
- Have hobbit/wizard disseminate instructions
- Wizard is controversial, what if we narrow it to fantasy people
  - There but not crucial to gameplay
  - In extreme dismiss him if they don't like him
- Sugar cubes might be confusing
  - Some people wished the cubes had more concrete meaning
  - Add daily allowance to the bottom
  - **Decision-->maybe use spoons instead of sugar cubes**
  - **Decision-->use a progress bar instead of sugar cubes**
- Button to transition between questions
- Need to figure out how to get sugar information from the quiz
- Meal summary
  - Not too keen on sharing summary of quiz
    - 3/4 didn't want to
    - Potentially adults are less keen, but younger people are.
  - Share the nutritional information instead of the score
    - Would keep game motivation towards increasing awareness

- Can't see food data
  - Decision-->sugar for all foods after selection
    - Someone did want it to be more challenging though
- Easter egg: have hobbit say things when you click him. Silly jokes are okay!

# 5 April Standup

05 April 2021 13:14

## Attendees:

- ☒ Angela
- ☐ Kyle
- ☐ Olivia
- ☒ Zack
- ☒ Zain

## Notes:

- Angela will work on methods to populate our database
- Zack will work on design writeup and meal summary website wireframe
- Zain worked on the village page, adding disabled and enabled houses that go to the quiz page.  
Today he'll will work on village wireframe.

# 6 April Standup

05 April 2021 13:19

## Attendees:

- ☒ Angela
- ☐ Kyle
- ☐ Olivia
- ☒ Zack
- ☒ Zain

## Notes:

- Angela: worked off the script for the database populating. Took the whole day to get it working, but it's working now. Food item populating is difficult. Script runs via node. Will work on incorporating that into docker.
- Zain: did the wireframe with updated design choices from the user interviews
- Zack still working design write up and finishing the wireframe for the meal summary
- Worked on getting some example foods together for populating the database.
- What are we doing about graphics?
  - Zack is working on some placeholder art
  - Olivia might know someone to make us some art, but no guarantees yet.
  - Colours are still be worked on (Olivia was taking an initial stab at this).

# 7 April Standup

05 April 2021 13:19

## Attendees:

- ☒ Angela
- ☐ Kyle
- ☐ Olivia
- ☒ Zack
- ☒ Zain

## Notes:

- Angela: Data population script should clear all collections and re-populate. That populates all four of the collections. Sometimes the order of things is different, but we don't know why. There is another script just for clearing the collections (and that one seems to work consistently).
- Zain is going to work on the quiz wireframe
- Zack drew hobbits and is working on meal summary



# 8 April Standup

05 April 2021 13:19

## Attendees:

- ☒ Angela
- ☐ Kyle
- ☐ Olivia
- ☒ Zack
- ☒ Zain

## Notes:

- Zain worked on updating the village page with CSS and added a play again button to the game-end pages.
- Zack will do game-end wireframes
  - Asked for group feedback on personas-- a bit cliché perhaps but do represent common people, so that could be good.
  - Will work on other food images and make an image branch
- Angela quiz questions working (kind of). Loads depending on the questions.
  - On the front end, needs to get this into persistent data, so it can be passed to meal summary
  - Can also be multiple submissions for the same meal
  - Separate component for showing the result of the quiz.
  - Looking at pulling in images with this

# 12 April Standup

13 April 2021 09:32

## Attendees:

- ☒ Angela
- ☒ Kyle
- ☐ Olivia
- ☒ Zack
- ☒ Zain

## Notes:

-

# 13 April Standup

13 April 2021 09:32

## Attendees:

- ☒ Angela
- ☒ Kyle
- ☐ Olivia
- ☒ Zack
- ☒ Zain

## Notes:

- Angela, Kyle, and Zack worked on connecting DB to website
- Zain worked on quiz page, can't click any option more than once. Also have to click a next button before going to another page. Then at the end, you can't click the button again.
- Quiz page can now store all the answers on that page, how do we get this onto another page?

# 14 April Standup

14 April 2021 09:31

## Attendees:

- ☒ Angela
- ☐ Kyle
- ☒ Olivia
- ☒ Zack
- ☒ Zain

## Notes:

- Olivia--will be able to help with code stuff for now, but will have a different section to do for the report because extensions will be difficult to mark otherwise.
- Zain made button that goes to quiz
- Angela did food DB connection
  - Sometimes database items get inserted in random orders, different depending on the when the food is inserted.
- Zack did house DB Connection

# 15 April TA Feedback

14 April 2021 16:00

## Attendees:

- ☒ Angela
- ☒ Kyle
- ☒ Olivia
- ☒ Zack
- ☒ Zain

## Questions:

- Populating the database: right now we have a script that needs to be run through the nodejs container, is there a better/more efficient way of doing this? If our website would be pulled off the GitHub and reviewed by the lecturers, how should we let them know they need to set up the database this way?
  - Marcelli recommended adding this to the docker-compose file so that the database is seeded when whoever builds the project builds it. Sounds like they aren't planning on doing any additional setup steps outside docker-compose up --build.
- Is there a better way to test changes besides docker build every time?
  - Yes, you can just do docker-compose up db for the db container and then do ng serve locally. Apparently you need to expose the port

# 15 April Standup

15 April 2021 09:58

## Attendees:

- ☒ Angela
- ☐ Kyle
- ☒ Olivia
- ☒ Zack
- ☒ Zain

## Notes:

- Angela: Seed database in docker-compose
- Zain: Work on game end page
- Zack: Unit testing and outlining
- Olivia: Testing strategy today and start the colour scheme

# 19 April Standup

19 April 2021 09:33

## Attendees:

- ☒ Angela
- ☐ Kyle
- ☐ Olivia
- ☒ Zack
- ☒ Zain

## Notes:

-

# 20 April Standup

20 April 2021 09:32

## Attendees:

- ☒ Angela
- ☒ Kyle
- ☒ Olivia
- ☒ Zack
- ☒ Zain

## Notes:

- Olivia making page responsive (so that it resizes with different screen sizes). Added color scheme to the home page, will continue once we take a look. Adding social medial icons to the home page for easier site sharing.



# 21 April Standup

21 April 2021 09:33

## Attendees:

- ☒ Angela
- ☒ Kyle
- ☐ Olivia
- ☒ Zack
- ☒ Zain

## Notes:

- Zack: started the draft and converted tasks to user stories
- Zain: on the game over page-->get rid of boxes and make it similarly styled
  - Pass data from one component to another through services
- Angela: help out with game-end page this afternoon and start on write up after the standup
- Kyle: help out with game-end page this afternoon and start on write up after standup

# 22 April Standup

21 April 2021 11:00

## Attendees:

- ☒ Angela
- ☒ Kyle
- ☒ Olivia
- ☒ Zack
- ☒ Zain

## Notes:

- Zain: Made dynamic text in game-over page --> does game-end and game-win stuff. Can remove game-win component today and modify CSS to get rid of some boxes on the game-over page.
- Zack: Got some sharing stuff on the game-end page, got closer to finishing basic unit testing
- Kyle: Working on meal summary dynamic and going to work on today. Working on part of the draft too
- Olivia: Working on button stuff and CSS for the homepage and making stuff responsive (at least for tablets and phones). Sizing and padding needs some adjustment when you make screen smaller. Look at sharing stuff for homepage
- Angela: Worked on the writeup yesterday. Sequence diagram is a little confusing -> working figuring out which part of the app belongs to which framework/thingy

# 23 April Sprint Planning

21 April 2021 11:00

## Attendees:

- ☒ Angela
- ☒ Kyle
- ☐ Olivia
- ☒ Zack
- ☐ Zain

## Notes:

-

# Focus Group Interview Notes

25 April 2021 20:58

Interviewee 1: 30, female

Interviewee 2: 28, female

Interviewee 3: 29, female

## Background

- Mobile and online games
  - Sometimes enjoy them, mixed feelings
  - Board games, offline video games
  - Mainly board games in general, some video games
  - Board games (once every couple of weeks)
- Favorite game
  - DND
  - Virtues last reward (VLR)
  - Maple Story
- Frustrated
  - Repeating yourself when you fail
  - Bugs, especially gamebreaking bugs
  - Grinding (x2)
  - Make you wait artificially, like can only play once a day
  - Hate having to pay for things, to level up or something
    - Not mind playing for the game or additional content (like new story), but not paying to play.
  - Advertisements
- What do you like to get out of a game
  - A good story
  - Learn about something you wouldn't normally encounter (e.g. historical elements)
  - Unexpected elements, like the element of surprise
  - Challenging enough so you feel like you accomplished it--like a mental challenge
  - Also some opposites--> button mash and easy gratification

## Homepage

- Like the aesthetic and colours, but doesn't like the description
  - Game about balancing food, so it's weirdly worded, doesn't seem very exciting
  - Want to see pictures of food (but maybe not a background of candy)
  - Description is a little boring/scientific
  - Should be in active tense -- 13:00
- Like the font, but wish there were more pictures
  - A plus for the front-page hobbits
- Facebook icon is transparent
  - We're working on getting that fixed
- Play button is too small, should be bigger!

## Village

- What is lowest sugar content? What does that mean? Confusion about that
- Have little icons in place of bullets for the steps to represent what you're doing
- Each house is a day or it resets?
- Is it clear what to do next to progress? Yes

- Arrangement of houses --> named something cool
  - Also, they're named village instead of house
  - More houses with other hobbits, layout like a village
- Nice to see hobbit houses, fancier and fancier houses

#### Quiz

- Questions about protein shake
  - Variable amounts of sugar
  - Would guess that means low-sugar content
  - Questions about how much sugar is in it
  - Confusion what kind of protein shake and no description
    - What kind of sugar is in the item?
    - Pros and cons
    - Distinction between cane sugar and natural sugars
  - Doesn't say what the other ones have
    - Should just say what the other ones are
- Include both a visual representation and the number of sugar
- What is the purpose of the game?
  - It's not just about eating as little sugar as possible
  - Flaws with the scope of things
  - Additional instructions on this page to say pick the item with the least sugar
    - Instinct is to pick the healthiest item

#### Game End

- Would like multiplayer game
- It looks like a different style
- Would like to see the foods
  - Arranged on the plate
- Doesn't like the green
- The congratulations is too small
- What is the score or the maximum consumable sugar
  - Lowest score and what was the max sugar you could have had and still won
  - Assess how good of a job you did
- Play again is confusing, do you want to replay the level or what?
  - Or an option to replay that level as well

#### Meal Summary

- No feedback

#### Sharing results

- Would share if other friends would play or to compete with friends
  - I got X amount, compare the results
  - Copy a picture and send to someone
- Would never share
- It could be nice to be able to share with a link rather than share to social media

#### Final thoughts

- I like it!
- Good concept
- It's cute
- Could increase the difficulty and change the options for everyone
- Roommate finder, but Tinder style



# 26 April Standup

25 April 2021 16:11

## Attendees:

- ☒ Angela
- ☒ Kyle
- ☒ Olivia
- ☒ Zack
- ☒ Zain

## Notes:

-

# 27 April Standup

25 April 2021 16:11

## Attendees:

- ☒ Angela
- ☒ Kyle
- ☐ Olivia
- ☒ Zack
- ☒ Zain

## Notes:

- Zack: should try to finish pm writeup today/tomorrow
- Zain: currently looking through some existing research. How recently lifestyle changes make it worse and how games like this can improve behaviour.
- Angela: Added some diagrams that will hopefully help understand it a bit better. Trying to get a better handle on the technicalities of the stack.
- Kyle: Conclusion stuff today

Get extension.

Aim for draft of writeup by Friday. Try to include links and pictures in drafts.

- Wednesday check
- Thursday afternoon check
- Friday morning check
-



# 28 April Standup

25 April 2021 16:12

## Attendees:

- ☒ Angela
- ☒ Kyle
- ☐ Olivia
- ☒ Zack
- ☒ Zain

## Notes:

- Angela: write up is going. Nice to have a second pair of eyes to check through the technical details
- Kyle: Working through conclusion bullet points, will wait on final opinion on how it went.
- Zain: Going alright, would like a word count as a goal to move towards
- Zack: Should finish draft today. What exactly is continuous integration >> keeping a working version and improving it iteratively. Not having something that doesn't work until the end.
  - Help with system implementation section

Let's aim 800-2000 words

Ask on teams about how scholarly the write up should be. Should we be justifying all decisions with citations or something?

No badgering if things are in github!

Wednesday afternoon check:

Thursday afternoon check:

Friday morning check:

# 29 April Standup

25 April 2021 16:12

## Attendees:

- ☒ Angela
- ☐ Kyle
- ☐ Olivia
- ☒ Zack
- ☒ Zain

## Notes:

- Video needs to be fun--does anyone know how to be fun?
  - Cheap infomercial narration-->but we have to completely commit
  - Editing --> Angela
  - Script --> Zack
  - Raw footage --> Zain

# 30 April Standup

25 April 2021 16:12

## Attendees:

- ☒ Angela
- ☐ Kyle
- ☐ Olivia
- ☒ Zack
- ☒ Zain

## Notes:

- No sprint planning today
- Zack: Hasn't written screenplay yet. Broke sections into subsections and wrote the docker section for system implementation. Will try to rework the new subsections and finish the continuous integration section
- Angela: Not as involved in the stuff for Angular-->would there be anything interesting to put in as a technical point of view.
- Zain: Table of facts to compare sugar consumption expected vs actual. Research current state of the industry.

# 3 May Standup

28 April 2021 09:33

## Attendees:

- ☒ Angela
- ☐ Kyle
- ☐ Olivia
- ☒ Zack
- ☐ Zain

## Notes:

-

# 4 May Standup

04 May 2021 09:45

## Attendees:

- ☒ Angela
- ☒ Kyle
- ☐ Olivia
- ☒ Zack
- ☒ Zain

## Notes:

- Zain - user acceptance testing
- Zack - unit testing
- Kyle - Functional testing
- Angela - Evaluation techniques
  - Zack can help with this if needed

# 5 May Standup

05 May 2021 09:32

## Attendees:

- ☒ Angela
- ☐ Kyle
- ☒ Olivia
- ☒ Zack
- ☒ Zain

## Notes:

- ☐ • Revise Intro
- ☐ • Revise Background
- ☐ • Revise System Implementation
- ☐ • Revise UX Design
- ☐ • Revise Project Management
- ☐ • Write Evaluation
  - ☐ ○ Methods and stuff -- Angela
  - ☐ ○ Functional testing/unit testing -- Zack
  - ☐ ○ User acceptance testing -- Zain
    - Ask more pointed questions
    - Have we accomplished what we set out to do?
    - Not about discovery, but about, well, acceptance ;)
- ☐ • Revise Evaluation
- ☐ • Write Conclusion?
  - One of us will do this
- ☐ • Revise Conclusion
- ☐ • Functional Testing
- ☐ • Video -- Angela will do this
- ☐ • Linkify GitHub (double check all links work/exist)
- ☐ • Unit Testing
- ☐ • Meal Summary
- ☐ • Spoon sugar levels
  - Keep progress unless extra time
  - ☐ ○ Add teaspoons to individual foods
    - Don't worry about adding serving sizes
- ☐ • Theming/styling

# 6 May Standup

06 May 2021 09:33

## Attendees:

- ☒ Angela
- ☐ Kyle
- ☒ Olivia
- ☒ Zack
- ☒ Zain

## Notes:

- ☐ • Revise Intro
- ☐ • Revise Background
- ☐ • Revise System Implementation
- ☐ • Revise UX Design
- ☐ • Revise Project Management
- ☐ • **Write Evaluation**
  - ☐ ◦ Methods and stuff -- Angela
  - ☐ ◦ Functional testing/unit testing -- Zack
  - ☐ ◦ User acceptance testing -- Zain
    - Ask more pointed questions
    - Have we accomplished what we set out to do?
    - Not about discovery, but about, well, acceptance ;)
- ☐ • Revise Evaluation
- ☐ • **Write Conclusion?**
  - One of us will do this
- ☐ • Revise Conclusion
- ☐ • **Functional Testing**
- ☒ • **Video -- Angela will do this**
- ☐ • Linkify GitHub (double check all links work/exist)
- ☐ • **Unit Testing**
- ☐ • Meal Summary
- ☐ • **Spoon sugar levels**
  - Keep progress unless extra time
  - ☐ ◦ Add teaspoons to individual foods
  - Don't worry about adding serving sizes
- ☐ • **Theming/styling**
  - ☐ ◦ Still working on this,

## Zack:

- Unit testing and evaluation section

## Angela:

- Evaluation section (potentially some questions about focus group)

## Olivia:

- Functional testing

## Zain:

- Start on user acceptance testing, but probably won't finish today

# 7 May Standup

07 May 2021 09:35

## Attendees:

- ☒ Angela
- ☐ Kyle
- ☒ Olivia
- ☒ Zack
- ☒ Zain

## Notes:

- ☐ • Revise Intro
- ☐ • Revise Background
- ☐ • Revise System Implementation
- ☐ • Revise UX Design
- ☐ • Revise Project Management
- ☐ • **Write Evaluation**
  - ☒ ○ Methods and stuff -- Angela
  - ☐ ○ Functional testing/unit testing -- Zack
    - Functional testing in progress via Olivia
    - BCS testing book
  - ☐ ○ **User acceptance testing -- Zain**
    - ☒ ▪ Script
    - Methodology write up in progress
    - Ask more pointed questions
    - Have we accomplished what we set out to do?
    - Not about discovery, but about, well, acceptance ;)
- ☐ • Revise Evaluation
- ☐ • **Write Conclusion?**
  - One of us will do this
- ☐ • Revise Conclusion
- ☐ • **Functional Testing**
  - In progress via Olivia
- ☒ • **Video -- Angela will do this**
- ☐ • **Linkify GitHub (double check all links work/exist)**
  - In progress via Angela!
- ☐ • **Unit Testing**
  - Zack is working on unit testing, but should be done today
- ☐ • Meal Summary
- ☐ • **Spoon sugar levels**
  - Keep progress unless extra time
  - ☐ ○ Add teaspoons to individual foods
  - Don't worry about adding serving sizes
- ☐ • **Theming/styling**
  - ☐ ○ Still working on this,
- 

## Angela:

- Revise UX Design or Project Management
- Linking github

## Olivia:

- Finish functional testing and colours
- Will revise what Angela doesn't next week

## Zack:

- Unit testing and spoons
- I'll try revising the background or something if time

## Zain:

- User acceptance testing
- Revise System Implementation



# 10 May Standup

10 May 2021 09:38

## Attendees:

- ☒ Angela
- ☒ Kyle
- ☐ Olivia
- ☒ Zack
- ☒ Zain

## Notes:

- ☐ • Revise Intro >> Kyle
- ☐ • Revise Background >> Zack
- ☐ • Revise System Implementation >> Zain
- ☐ • Revise UX Design
- ☒ • Revise Project Management
- ☐ • Write Evaluation
  - ☒ ○ Methods and stuff -- Angela
  - ☐ ○ Functional testing/unit testing -- Zack
    - Functional testing in progress via Olivia
    - BCS testing book
  - ☐ ○ User acceptance testing -- Zain
    - ☒ ▪ Script
      - Methodology write up in progress
      - Ask more pointed questions
      - Have we accomplished what we set out to do?
      - Not about discovery, but about, well, acceptance ;)
- ☐ • Revise Evaluation
- ☒ • Write Conclusion
  - One of us will do this
  - Kyle conclusion
- ☐ • Revise Conclusion >> Group meeting this evening
- ☐ • Functional Testing
  - In progress via Olivia
- ☒ • Video -- Angela will do this
- ☐ • Linkify GitHub (double check all links work/exist) >> Angela
- ☐ • Unit Testing >> Zack
  - Zack is working on unit testing, but should be done today
- ☒ • Meal Summary
- ☐ • Spoon sugar levels >> Zack
  - Keep progress unless extra time
  - ☐ ○ Add teaspoons to individual foods
  - Don't worry about adding serving sizes
- ☐ • Theming/styling
  - ☐ ○ Still working on this, but should be done this week

## Sharing

- Doesn't quite work because of local hosting, but we'll leave it in
- Freeze development on Wednesday
- Any development that needs to be done for mvp, just mention in chat

# 11 May Standup

11 May 2021 09:32

## Attendees:

- ☒ Angela
- ☐ Kyle
- ☐ Olivia
- ☒ Zack
- ☒ Zain

## Notes:

- ☒ • Review Intro >> Zack
- ☒ • Review Background >> Zack
  - ☐ ○ Add references to background >> Zain
- ☒ • Review System Implementation >> Zain
  - Responsive web pages
  - Status bar >> uses most of the stuff we already have (if time sure, but no real need)
- ☐ • Review UX Design >> Angela
- ☒ • Review Project Management
- ☐ • Write Evaluation
  - ☒ ○ Methods and stuff -- Angela
    - Do we need references?
  - ☐ ○ Functional testing/unit testing -- Zack
    - Functional testing in progress via Olivia
    - BCS testing book
    - ☒ ▪ Unit testing writeup >> Zack
    - ☐ ▪ Functional testing writeup >> Olivia
  - ☐ ○ User acceptance testing >> Zain
    - ☒ ▪ Script
    - Methodology write up in progress
    - Ask more pointed questions
    - Have we accomplished what we set out to do?
    - Not about discovery, but about, well, acceptance ;)
- ☐ • Review Evaluation
- ☒ • Write Conclusion
  - One of us will do this
  - Kyle conclusion
  - ☐ ○ Add addition topics from meeting
    - Angela wrote group work
    - ☐ ▪ Brief >> Angela
    - ☐ ▪ Ethics section >> Zain
    - ☐ ▪ Future work >> Zack
- ☐ • Revise Conclusion >> Group meeting this evening
- ☐ • Functional Testing >> Olivia
  - In progress via Olivia
- ☒ • Video -- Angela will do this
- ☒ • Linkify GitHub (double check all links work/exist) >> Angela
- ☒ • Unit Testing >> Zack
  - Zack is working on unit testing, but should be done today
- ☒ • Meal Summary

- ☒ • Spoon sugar levels >> Zack
  - Keep progress unless extra time
  - ☒ ○ Add teaspoons to individual foods
  - Don't worry about adding serving sizes
- ☐ • Theming/styling
  - ☒ ○ Primary stuff done now
  - ☐ ○ Some other issues need

# 12 May Standup

12 May 2021 09:36

## Attendees:

- ☒ Angela
- ☐ Kyle
- ☒ Olivia
- ☒ Zack
- ☒ Zain

## Notes:

- ☒ • Review Intro >> Zack
- ☒ • Review Background >> Zack
  - ☒ ◦ Add references to background >> Zain
- ☒ • Review System Implementation >> Zain
  - Responsive web pages
  - Status bar >> uses most of the stuff we already have (if time sure, but no real need)
- ☐ • Review UX Design >> Angela
- ☒ • Review Project Management
- ☐ • Write Evaluation
  - ☒ ◦ Methods and stuff -- Angela
    - Do we need references?
  - ☐ ◦ Functional testing/unit testing -- Zack
    - Functional testing in progress via Olivia
    - BCS testing book
    - ☒ ▪ Unit testing writeup >> Zack
    - ☐ ▪ Functional testing writeup >> Olivia
  - ☒ ◦ User acceptance testing >> Zain
    - ☒ ▪ Script
      - Methodology write up in progress
      - Ask more pointed questions
      - Have we accomplished what we set out to do?
      - Not about discovery, but about, well, acceptance ;)
- ☐ • Review Evaluation
- ☒ • Write Conclusion
  - One of us will do this
  - Kyle conclusion
  - ☒ ◦ Add addition topics from meeting
    - Angela wrote group work
    - ☒ ▪ Brief >> Angela
    - ☐ ▪ Ethics section >> Zain
    - ☒ ▪ Future work >> Zack
- ☐ • Review Conclusion >> Group meeting this evening
- ☐ • Functional Testing >> Olivia
  - In progress via Olivia
- ☒ • Video -- Angela will do this
- ☒ • Linkify GitHub (double check all links work/exist) >> Angela
- ☒ • Unit Testing >> Zack
  - Zack is working on unit testing, but should be done today
- ☒ • Meal Summary

- ☒ • Spoon sugar levels >> Zack
  - Keep progress unless extra time
  - ☒ ○ Add teaspoons to individual foods
  - Don't worry about adding serving sizes
- ☐ • Theming/styling
  - ☒ ○ Primary stuff done now
  - ☐ ○ Some other issues need

# 13 May Standup

13 May 2021 16:00

## Attendees:

- ☒ Angela
- ☒ Kyle
- ☒ Olivia
- ☒ Zack
- ☒ Zain

## Notes:

- ☒ • Review Intro >> Zack
- ☒ • Review Background >> Zack
  - ☒ ◦ Add references to background >> Zain
- ☒ • Review System Implementation >> Zain
  - Responsive web pages
  - Status bar >> uses most of the stuff we already have (if time sure, but no real need)
- ☒ • Review UX Design >> Angela
- ☒ • Review Project Management
- ☐ • Write Evaluation
  - ☒ ◦ Methods and stuff -- Angela
    - Do we need references?
  - ☐ ◦ Functional testing/unit testing -- Zack
    - Functional testing in progress via Olivia
    - BCS testing book
    - ☒ ▪ Unit testing writeup >> Zack
    - ☐ ▪ **Functional testing writeup >> Olivia**
  - ☒ ◦ User acceptance testing >> Zain
    - ☒ ▪ Script
      - Methodology write up in progress
      - Ask more pointed questions
      - Have we accomplished what we set out to do?
      - Not about discovery, but about, well, acceptance ;)
- ☐ • **Review Evaluation >> Kyle**
- ☒ • Write Conclusion
  - One of us will do this
  - Kyle conclusion
  - ☒ ◦ Add addition topics from meeting
    - Angela wrote group work
    - ☒ ▪ Brief >> Angela
    - ☐ ▪ **Ethics section >> Zain**
    - ☒ ▪ Future work >> Zack
- ☐ • **Review Conclusion >> Zain**
- ☐ • **Functional Testing >> Olivia**
  - In progress via Olivia
- ☒ • Video -- Angela will do this
- ☒ • Linkify GitHub (double check all links work/exist) >> Angela
- ☒ • Unit Testing >> Zack
  - Zack is working on unit testing, but should be done today
- ☒ • Meal Summary

- ☒ • Spoon sugar levels >> Zack
  - Keep progress unless extra time
  - ☒ ○ Add teaspoons to individual foods
  - Don't worry about adding serving sizes
- ☒ • Theming/styling
  - ☒ ○ Primary stuff done now
  - ☒ ○ Some other issues need
- PM Sections >> Zack
  - Sprint diagram (update sprint VI & VII)
  - User interview feedback review meeting (details are in UX Design, link to that; all members)
  - Add meeting (paired programming) where we connected database to application (Zack, Angela, and Kyle)
  - Monday where we wrote the conclusion outline together (All members)
- Responsiveness >> Olivia
  - Olivia needs to add addition responsiveness paragraph
- Wrapping up the video >> Angela

Submit tomorrow at 11!!!