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 | Implement a final score sharing function | Design and implement clear workflow with diagrams | Test the website through manual and automated | 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)
  - Number of game-over shares (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

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.

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?
  - Marceli 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