Thursday 03/02 11:00am

# Attendees: Sergio, Andreea, Robert, Chris, Calum

* GitHub repository to share documents and resources
  + Store the meeting minutes
  + Reports and any code used for project
* Discord for meetings and general communication
* Spyder IDE for python
* No website required, just use Splunk dashboard for CTF questions and answers
* CTF environment will be an App
  + Potentially use Spunk Boss of the soc App as template/example
    - https://github.com/splunk/SA-ctf\_scoreboard
* CTF more for educational purposes opposed to just a game environment?
* Nobody can see the project on GitHub. Mab to investigate
* Nobody can see the project on Zube? Mab to investigate
* Regular meetings 12 Thursdays? Alternatively, find a date/time when everyone can attend
* No need to record meetings, just quick notes for each session
* Notes uploaded to GitHub each week for easy access
* Instead of induvial tasks, share responsibilities between team members
* What is the follow up register? Sergio to find out
* Still need to decide on what tasks need done to accomplish the project

Monday 07/02 02:30pm

# Attendees: Mab, Sergio, Calum, Chris, Robert & Andreea

PM Meeting Notes:

* Was mostly unhelpful to our scenario, talked about clients not responding, mentioned a lot about using agile method.

Group Meeting Notes:

* We will create an official group chat to record weekly evidence of progress
* Updating our task prioritisation, reviewing again using MoSCoW method
* Adding content from previous meeting notes to the follow up register
* Creating a brief description of what we are talking about under the deliverables map
* Everyone to download and start becoming familiar with Splunk and AWS
* New place such as google docs for shared access before uploading to GitHub?

Monday 14/02 02:00pm

# Attendees: Mab, Sergio, Calum, Chris, Robert & Andreea

PM Meeting Notes:

-Jawad to mark our initiation report and future written work

Group Meeting Notes:

* Start implementing then enquire about using AWS
* Create dashboard in Splunk
* Questions in dashboard
* Game engine
* Leader board
* Intro page
* Demo video?? Hints??
* Class diagram
* Watch videos on Splunk to gain a better understanding of what Splunk does
* Everyone to complete Splunk tutorials before Thursday
* Mab to send over class diagram examples and agile documentation that can be used to create our own diagrams

Monday 21/02 02:00pm

# Attendees: Andreea, Calum, Chris, Mab, Sergio & Robert

\*\* No updates from PM meeting this week\*\*

Group Meeting Notes:

* Decided we cannot collaborate effectively on Splunk
* Going to make a website instead and ask users to do the searches using Splunk
* Splunk also does not have all the facilities required to create the application we want
* Use GitHub Desktop app to work locally and continuously integrate to develop branch (this avoids uploading code that won’t work with someone else’s)
* Splunk will still host the buttercup games dataset and the function to search for the data, we will however host the quiz and leader board
* We are to update Kanban board and sprints as we are entering develop stage
* Ensure contribution sheets are filled out fairly – feedback from entire team
* Andreea, Chris and Robert split into a group to work on the questions we will ask users to search for in the dataset
* Mab, Sergio, and Calum to begin designing the webpage and set up GitHub desktop/begin implementing the design

Ideas for design:

* Back-end class diagram consisting of Questions and Leader-board classes
* Front end Sitemap consisting of Home Page, Leader-board, Tutorial and Questions pages
* Also include: contact us section, mission statement, logo popup on arrival of home page?
* See design idea diagrams and questions on GitHub

Monday 28/02 02:00pm

# Attendees: Andreea, Calum, Robert & Sergio

Group Meeting Notes:

* Reviewed feedback from Jawad about initiation report
  + Ensure that we peer review any future written work
* Discussed STARL examples that can be used
  + Need to work on effectively storing evidence to use for STARL
  + Some examples can be found in private conversations had possibly
* Continue to collaborate on deliverables
  + Start finishing off the questions
  + Continue to work on the web site look/layout using HTML, CSS
* Update the sprint board
  + Ensure that it is updated but also have added all the deliverables
* Make sure the GitHub repository is updated
* Week delay due to team members having other module assignments to hand in
  + No meeting on Thursday only brief sponsor meeting to attend

Monday 07/03 02:00pm

# Attendees: Andreea, Calum, Robert, Mab, Chris & Sergio

PM Meeting:

* STARL Structure
* Only speak about one example teamwork project management or drive for results
* See Moodle section for how to write
* Evidence in appendices
* No marking only feedback

Group Meeting Notes:

* Come up with solution for answering queries (how to implement)
* Implement random generator for questions
* Code site layout
* Create design storyboards
* Different types of leader board, traditional / top 1% idea

Monday 14/03 02:30pm

# Attendees: Andreea, Calum, Robert, Mab, Sergio & Chris

PM Meeting:

* Nothing useful for our team this week

Group Meeting Notes:

* Robert started making game engine in javascript
* Make return message for wrong/right answer not a popup in chrome
* Completed design stage (all UI design documents completed by Mab)
* Calum and Sergio created a base layout / implemented design for the website
* Robert, Andreea and Chris working on implementing back

Monday 21/03 02:30pm

# Attendees: Andreea, Calum, Robert, Sergio, Chris & Mab

PM Meeting:

* Presentation live in person (20 min slots)
* 2 markers
* 5 other groups
* Nothing else about STARL
* Lecture next week (End of project)

Group Meeting Notes:

* Chris finished Tutorial content
* Robert and Andreea doing questions stuff and next buttons on questions page
* Hint buttons sorted
* Mab working on leader board still
* Group to make another 2 STARL examples