Minutes for group meeting 1

Group 05 – "MultiPainter"

Date and location: Jan 25th, 2024, Library room 185

Present: Thomas Rotchford, Matthew Gardner, Colton Leighton, Hunter Beach, Aiden Trujillo

Missing: none

Facilitator: Aiden Trujillo

Archivist: Matthew Gardner

Scrum master: Hunter Beach

Project repo: https://github.com/thomasrotchford/CS386-2024-multiPainter

 Activity tracker:
https://docs.google.com/spreadsheets/d/1k_Ddci07JBphozZY25Jxe7VHrcLbBTRGaaPFtW-F99Y/edit?usp=sharing

Start: 3:35pm

Finish: 5:10pm
Agenda

01. First item: Introductions

> Went over everyones name and phone numbers for the group chat.

02. Second item: Availability

> Decided we would go on a weekly basis on creating meetings by filling out an availability form at the start of the week.

0.3. Third Item: Roles

> Talked about what every role has to do and decided on who would be who for the first meeting, then decided on the rotation of roles between people every week.

0.4 Fourth Item: Schedule

> Decided for right now that our weekly meetings would be held every week on Thursday at 3:30 hopefully in the library. We than filled out a availability form and found we were mostly available Tuesday/Thursdays at 3:35 to 6:00

0.5 Fifth Item: Communication (Collab Tools)

Voted around for what form of main communication we would be used, we decided to use Microsoft Teams mainly, but we would keep Discord as a backup.

0.6 Sixth Item: None Performance

If a teammate fails to meet performance expectations, the team decides that if a team member is being too controlling the group as a whole would discuss it and find a solution. A team member who is performing as expected will receive a warning during a meeting, if the behavior continues the group will inform the Professor. Failure to attend meetings or do not participate during meetings will be warned but again if the behavior continues the Professor will be informed. If a student has a valid reason to not be able to attend the meeting they must inform the group at least 24 hours in advance, unless it's an emergency.

0.7 Seventh Item: Project Idea

Before the meeting the group has discussed the idea of creating a web app with a Pixel coloring game built into it. The web app would mainly have the game and a front end UI, if all goes well we would increase the scope by adding a workshop feature displaying other peoples projects and drawings, hopefully with a sort feature allowing others to find recent posts, etc.

0.8 Eighth Item: Project Name

We went through and created and generated names for the website/game. The final name we decided on was "MultiPixel", but the name can be changed later.

0.9 Ninth Item: Tech

The next discussion was deciding on Technology we would use.

Languages: Django, CSS, HTML, Node.JS, Java

Server: AWS, as it's free. The database will use MySQL.

1.0 Tenth Item: Next Steps

We then discussed what the next steps we would do would be, we also started working and understanding the Activity Tracker. We finished up the meeting by looking through all the deliverables for the project and noting down deadlines.