Team Name: NinerNav
Team Charter: Link
Trello Board: Link
Github: Link
Final Project Proposal/Report: Link

11/6/2023
Members present: Parth, Paul, Joshua, Sriya, Manny
Mode of communication: In-person
Items Discussed and Takeaways: The 360 camera works great. The features and user stories of the product were finalized as a team. Now let's start working on finding a way to convert the 360 image to implement it to our site and begin working on the design of our site.
Action items: Paul will work on converting the image type from the camera while working with Manny to be able to display it on the site. Parth will develop the User Journey map and storyboard. Joshua will check out the 360 camera and add some images to the gallery. Sriya will work on verifying certain features that might be too difficult to implement in the time given while starting to visualize the design on the site on Figma. Manny will also start writing the code for the 360 environments using HTML.

11/8/2023
Members present: Parth, Paul, Joshua, Sriya, Manny
Mode of communication: In-person
Items Discussed and Takeaways: Now that our user journey map and storyboard have been created and verified by the group, we have decided to begin working on the low-fidelity prototype. With the low fidelity in works, solution sketches are not far back. We also made nice advancements in our conversion for the images as we near completing it. We are also working on Figma to be able to visualize the features and coloring aspects of our site, while we use low-fidelity to visualize the structure and organization of the site.
Action items: Parth with create the solution sketches for the feature list and begin working on the low-fidelity prototype. Joshua will continue to add some random features to the figma as a test to see if we want to implement them. Sriya will create a basic skeleton site to begin implementing things from Figma and low-fidelity. Paul will finish the automation of the conversion and optimize it. Manny will focus on finding a way to switch images in our gallery so that you can get from one scene to another.

11/13/2023
Members present: Parth, Paul, Joshua, Sriya, Manny
Mode of communication: In-person
Items Discussed and Takeaways: We have a skeleton site with 3 pages and a couple of buttons where we can begin setting up our design and look. The Solution Sketches are completed and the low-fidelity prototype is on its way to be completed by the next meeting. The conversion script is optimized. We still need to find a way to switch images.

Action items: Parth will complete the low-fidelity prototype and begin helping Sriya with the actual site. Joshua will finish up the figma and help Manny with his issue finding a way to switch scenes using HTML Skyox. Paul will increase the customization of the fisheye conversion.

11/15/2023
Members present: Parth, Paul, Joshua, Sriya, Manny
Mode of communication: In-person
Items Discussed and Takeaways: The low-fidelity prototype is completed and the focus of the design is on the actual site as we are working to convert the structure of the low-fidelity to the actual site. We found a better working camera and now checking to see whether we need to update the conversion script or database design. We also find a way to switch images and scenes from the images from one to another.
Action items: Parth will work on converting the low-fidelity structure over to the actual site by creating and implementing the leaderboard, game, and result pages. He will also add some CSS for it as well. He will also implement an image slider feature on the homepage. Sriya will work on implementing the features to the home page by adding functionality to the buttons. Manny will find a way to randomize the way to switch images so that it is in no particular order. Joshua will work on the UI of the images for the game screen. Paul will work on updating the conversion script and/or database design based on the new camera needs.

11/20/2023
Members present: Parth, Paul, Joshua, Sriya, Manny
Mode of communication: In-person
Items Discussed and Takeaways: Our site is much more developed now with nice coloring on various pages and intriguing features like the image slider. We also have a working UI that goes over our 360 A-frame image. We also have the images in an array that are able to be randomized. The initial database design is completed as well.
Action items: Parth will continue to work on the actual site by implementing the low-fidelity design and creating the end game, signed-in, and game prep pages. He will also work on updating the CSS of the entire site to make it look more professional. Sriya will continue to work on the functionality aspect of the site by making the buttons and menu workable. Joshua will attempt to implement the 360 frames into an HTML container on the game page. Paul will work on the database for the sign-up/login systems and find a way to integrate Google Maps with Manny.

11/27/2023
Members present: Parth, Paul, Joshua, Sriya, Manny
Mode of communication: In-person
Items Discussed and Takeaways: The site has now all the pages created with a proper structure that only requires the features to be implemented. The database has been created for the signup and login structures. The 360 frame was implemented into the game page. Begin templatization of HTML files for implementation of Flask. CSS is great, but continue to find ways to make it as great as possible.

Action items: Paul will begin the templatization of HTML files even though they have yet to be completed. Parth will continue to update the CSS. Sriya will continue to work on the functionality of the buttons, especially with the more pages that were created so this will be crucial to understanding the flow of the site. Joshua will work with Manny to research and find ways to integrate Google Maps API for us to use as our minimap.

11/29/2023
Members present: Parth, Paul, Joshua, Sriya, Manny
Mode of communication: In-person
Items Discussed and Takeaways: The templatization of HTML files have been partially completed, but now that the site has most of its HTML completed we can complete the entire process. The updated CSS looks great, continue to see if there are any more ways to improve. We found a way to utilize the minimap, but need to find a way to implement it to the site and use the data.
Action items: Paul will complete the templatization of HTML files and begin working on the flask routes. Joshua and Manny will finish integrating the Google Maps API so that we can get a scoring system and the target points are associated with their respective 360 images. Sriya will scrap any unnecessary buttons and functionality that won't be in the final template for Paul. She will also create functionality without using complex solutions.

12/4/2023
Members present: Parth, Paul, Joshua, Sriya, Manny
Mode of communication: In-person
Items Discussed and Takeaways: The templatization of HTML files is completed and the Flask aspect is close to being done. The Database has been completed with the Google Maps API being completely integrated with the Game page as the minimap. CSS updates are final. The only things left include polishing up the scoring system, scraping the game prep page, and including how the game works on the home page. We also have to work on the final report and do the testing.
Action items: Paul will complete the remaining flask code and test the product. Parth will work on the final report. Sriya will scrap the game prep page and include the necessary information on the home page. Joshua and Manny will work on polishing up the scoring system and algorithm to the Google Maps API.

12/6/2023
Members present: Parth, Paul, Joshua, Sriya, Manny
Mode of communication: Electronic via Discord
Items Discussed and Takeaways: Everything for our site has been completed and all that is left is optimizing it so that it performs better. The Final report needs to be completed.
Action items: Paul will optimize the database to account for more scoring functionality. He will also optimize the leaderboard page by utilizing the database more uniquely. Parth will complete the final report. Joshua will implement the 'fun facts' of the location aspect for the result page. Manny will optimize the game page by updating the rotation buttons to shift 90 degrees. Sriya

will optimize the feedback survey by redirecting the user to a Google form instead so they feel as if their feedback is being utilized.