Agenda

**Agenda [Week 3]**

Location: Drebbelweg PC-Hall 1

Datum: 15/02/2022

Time: 13:45 - 14:45

Attendees: Daniel Franke, Hanna Heinczinger, Janek Bryczkowski, Marina Escribano Esteban, Pavlos Markesinis, Ionut Liviu Moanta

**Agenda-items**

13:45-13:50 **Opening by chair**

How things went this week, what we got done, talk about the meeting we had on Thursday.

13:50-13:55 **Check-in**

How everyone did individually.

13:55-14:00 **HCI Assignment, the prototype/design**

Inform the others where we are, Daniel and Janek can talk about the design, ask how we should conduct the evaluation with another team, what the draft should already include. Also brainstorm what more the design should include.

14:00-14:05  **Code of Conduct**

Report back on what we did, reflect on the assignment

14:05-14:10 **Git**

Question whether we should clean up the unused branches, and also how to do that.(Marina) Are the backlog issues appropriate on gitlab?

14:10-14:15 **Game**

Question about the leaderboards (Janek), 2 leaderboards. The type of questions our game should include. Also the 20 activities we have to upload in the shared repository.(Week 4!!)

14:15-14:20 **Summary** **action points –** *Who, what, when?*

* Code of conduct
* Backlog
* Design, prototype

14:20-14:30 **Feedback Round**

Everyone evaluates, how they did this week, individually and as a team member.

**Question Round**

Questions about JavaFX, Spring…

**Closure**

**Notes week 3:**

Upcoming deadlines (by Friday February 25th):

* HCI assignment (draft)
* Assignment 3A (individual, Literacy assignment)
* Assignment 3B (HCI Assignment)
* We need one Spring endpoint
* Update Code of Conduct

Backlog feedback:

* Need description of issue
* Need to be specific (checklist) about when the issue is done
* Missing weights and time-estimates

HCI assignment:

* In one of the tiles put rules
* How should the HCI be conducted?
  + Can be offline or online
  + Should not really explain the game
  + See if application is easy to use
* What should draft include?
  + Try to have it almost finalized
* Code of Conduct (Be concrete!)
  + Main thing: has to be really specific. Try to think of specific problem and find solution. Document gets used when there is a problem. Document has to has notes about the problem and solution
  + Target: Need to describe goal that is not grade related. Use answer on 1B.
  + Product: Be more specific about deliverables. HCI assignment, teamwork assignments, final presentation. Include everything. Be more concretely about standards (check style, coding)
  + Planning: how are we going to decide on the subgroups? How is the chairman going to know if the groups finishes on time? What will the chairman do if someone did not do the work.
  + Behavior: Give one of tow concrete problems and solutions. Mentioned that ta will be notified. What do we think the TA will do that we cannot do?
  + Commitment: Explain tabs. Talk more about the check style rules. What does commitment from chairman and note taker mean? Are notes clear, uploaded soon enough.
  + Meeting: What if all the work finished on Thursday? Are we going to meet on Monday for preparation or will it be canceled? Said we can schedule extra meetings, but when will these be scheduled? How much time in advanced?
  + Decision making: what if someone does not want to comply after the voting? What should happen? Meeting but someone does not want meeting.
  + Consequences: more specific. Real examples and real solutions.
* Deadline update code of conduct by Friday

About API endpoints:

* Make an endpoint (for example about a question)

Add question through PUT request in postman or insert them into database

* DELETE https for questions or users