

Mentor Check-In

Nov 13, Dec 2

Commit Document: meeting-notes

Summary of Discussions

- Contract looks good
 - Come up with git flow or protocol
- EJ can look at deliverables before we have to turn them in - maybe at OHs
- Clarifying tech stack
 - React → EJ is reaching out to staff and we will figure out later
 - Authentication → Covered in resources doc
 - Deploy with Heroku?
 - EJ would recommend Heroku (see advice)
- Conceptual sketch
 - Original conceptual sketch wasn't exactly what they were looking for → model off R5
 - High level concepts → break down into name, purpose, structure, actions, operational principles
 - For example, title is not a concept but it would fall under sets for template
 - Sets could be templates itself, name, loc, etc.
 - How to figure out what are concepts (like what about location or recipient bundle?)
 - Find core concepts, if some things can fall under this core concept, remove them as a concept
 - For example, location under template
 - Tag and recipient bundle could be concepts and also under other concepts
- Grades
 - We grades as we go
 - Should get first grades this weekend
 - Some grades are individual, some are team level
 - Conceptual sketch: team
 - Peer reviews: individual
- Looking at wireframes
 - Could be interesting to edit an existing template
 - Like making a copy
 - Adds huge value to project, says EJ
 - Should you request permission first? Similar to branches on git
 - Ethical issue, do we care about it?
 - Could add an effectiveness aspect
 - Don't want "effectiveness" to be like social media
 - Person that created it can see how effective it is, no one else
 - Can see where else it's being used, etc.
 - Add effectiveness to make it stand out
 - Doesn't have to be effectiveness but just stats in general would be interesting
 - Is all of this do-able?

- Relatively complex from front end perspective
- EJ - agrees with complexity, thinks there is a way in backend to make things simpler
 - Knowing where thing is being used in other places might be hard
 - Editing/copying shouldn't be difficult to add
 - Most difficult part is making the templates customizable → figure that out as soon as we can
- Filter flow seems a little weird to EJ
 - should be able to just immediately apply
 - look into search UX & try to do typical flow
- Wireframes look good otherwise
- Make sure they cover all key concepts

Advice From Our Mentor,

- For POC, aim to have something closer to MVP so not clenching for time after Thanksgiving
 - Makes work over Thanksgiving a lot smaller
- Look at deliverables within next two weeks to have idea of timeline
- Heroku is simplest deployment system but we could use something else
- Probably fine to use React but staff support might be little to none
 - If looking for help from staff, use Vue
 - Same for Heroku/not Heroku
- POC - trying to test out interesting parts of your app
 - could skip over authentication, make basic cookie, then refactor after
 - should be about asking "how can we try out interesting parts of our application?"
 - include tags and locations and etc.
 - implement search ability
 - all interesting aspects
- If needed feedback feel free to reach out, EJ will also be holding team office hours

New Decisions

- Will try to include template copying and editing
 - Ex. if interesting template is New York specific, a user in Georgia could copy and then edit the template
 - Questions to consider: Do they need to request permissions from the creator
- Will try to include "effectiveness" metric, may be lower priority but could be interesting
 - Should only be available to creator of templates to prevent social media aspect
 - Maybe include: # of copies, # of uses, etc.
 - Interesting for heavily involved activists to get metrics
- Will update search functionality to make it more typical

Changes Made to Plans & Milestones

- Will change the conceptual sketch for the full design milestone
- Will try to have POC be more like the MVP for the POC milestone
- Will discuss more at weekly meeting on Saturday what other changes to plans and milestones we will do