



Taking minutes

Agenda for the team meeting Quizzz.

Location: Drebbelweg PC2
Date: 22.02.2022
Time: 13:55
Attendees: Jordano, Teodor, Attila, Divit, Stiliyan, Aksel

Agenda items

Opening by Chairperson

At 13:55

Announcements & deadlines

Deadline for week 4 and week 9 – information literacy.

Deadline for improving code of conduct – friday 25th

HCI draft report – friday 25th

3A and 3B – friday 25th

Make a request, working endpoint (GET is easiest) in Spring – endpoint – friday 25th

Try to get Spring set up – everyone (until Thursday). Get the project running in general on each one's machine.

Code of Conduct – Feedback.

All groups got red flagged for code of conduct. They are really not lenient.

To improve: we have to talk about what the assignment is more exactly (application that is a quiz – to mention).

To say “we’re gonna make this project [scope of it i.e. quiz game] and we’re gonna deliver it in this way”.

Product delivery – mention the document, standards for submitting, be more specific about things, make concrete division of how the work will happen.

Say something about planning as well. Who does what on a weekly basis – we can consider this ourselves.

Commitment – we need to say how we’re gonna measure the commitment specifically i.e. is the chairman really organising things as intended? Is the notetaker actually taking notes?

We need a concrete way of setting the deadlines to be specified too.

We need to be specific on what we want to receive feedback on with your project.

Gitlab - Tips.

Issues: would be nice if we partition big issues into smaller issues – one issue per problem/feature.

We have to use milestone, labels, time estimation, weights.

Weights are how difficult we think an issue will be. I.e weight 1 for something easy.

We need to have feature implementation substeps – specify the substeps as checklists in the issues.



“- [] text” (for making checkboxes)

We can either make checkboxes or divide issues into smaller issues (depends on how broad they are). If a thing is broad, it's more advised to make a separate issue.

Checkstyle – agree on a checkstyle. There's a document for it in the template.

[Divit joined – 14:08]

We can use the Gitlab issue board – categorizing issues, filtering among them etc.

We don't have to use all these features but we are advised to at least try them.

Merge requests – do all the reviewing on Gitlab, not on Discord, not verbally. We have to comment on the code and then submit reviews this way.

Before you merge you always pull things into that branch.

Pipeline – runs code, tests, checkstyles and passes or fails code depending on that. This way we can maintain consistent code. This is part of the grading.

We need to do task division over the project during the meetings.

We need the “won't have” issues – they will remain open.

We can also use time tracking: “/spend” and “/estimate” on issues.

Meeting handed over to chairman

At 14:13

Dividing Gitlab issues

We can divide issues now. We have 24 issues for 6 people – 4 issues per person.

Frontend and backend issues. We should split the issues into frontend and backend and divide them like this – depending on who wants to do frontend and backend for now.

Jordano made a whole design for the GUI. We will discuss it.

Some features (most features) combine frontend with backend.

We should do either time estimation or weights – at the beginning this is abstract as we haven't coded anything yet.

Frontend is game GUI – buttons etc. Backend is game logic – power-ups etc.

The button is frontend. What the button does is backend.

Assignment 3B – Question round

Q: Do we need to have at least one question per person or per team?

A: Should be one question per team. Most TAs don't have much knowledge about Teamwork – separate module.

Q: If we have to swap frontend to backend, what happens to ongoing issues/knowledge?

A: We can swap just one/not all people. We make a schedule for this. This way we still have knowledge on what is going on with each part of the project. People who haven't swapped yet can instruct the others that were swapped.

Division of project issues

Action items	Who is responsible	Deadline
Front-end	Jordano, Aksel, Attila	n/a
Back-end	Stilliyan, Teodor, Divit	n/a



Moving meeting to another room

At 14:33

Feedback GUI

Multiplayer screen – add back button; the “active players” tells us about how many players are currently playing a game

Waiting room – the first name, spaced away from the others, indicates your username

Game screen – the questions should take the main area of the game; jokers go to the side or under; time fill line should go from right to left; emote icons should pop on screen and fade away after a while; used cards should be grayed out/transparent; scores of the players should show up in a Kahoot fashion after the question – mini leaderboard, or maybe also show other scores near your score on the game screen. Emojis, reactions and jokers shouldn't appear on the singleplayer game screen.

Endgame screen – third stat should be random fact about some player or maybe longest streak.

Singleplayer leaderboard – have points together with date of each game played with those points.

Clicking on “singleplayer” should instantly start the game.

Feedback game

Points should be granted depending on reaction time too – like in Kahoot. Faster correct answer means more points.

Someone who uses up a speedup card could have more time than others – others wait and can't respond while the player who used the card gets more time.

For “how to play” we should essentialize the info more.

Feedback round

Chairman has control over the meeting.

Secretary is dedicated.

Miscellaneous

We don't have to do a merge request every week.

Next week we should start the actual coding already the latest.

Closing

At 15:51