



Minutes Week 4

Agenda for the team meeting Quizzz.

Location: Drebbelweg PC2
Date: 01.03.2022
Time: 13:55
Attendees: Jordano, Teodor, Attila, Divit (Online), Stiliyan, Aksel

Chairperson: Aksel Tacettin
Secretary: Jordano de Castro

Agenda items

Opening by Chairperson
At 13:20

Announcements & deadlines

Divide issues among members
Settle among

Gather activities
Create list of 20 activities and their power consumption

Finalize HCI draft

TA feedback

Division of project issues

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

Closing
At 15:51



Deadlines for this week

Teamwork assignment 4a

Finish HCI

Upload activities to activity bank

By the end of Friday we all need 1 merge request. Everyone code activity 11 of march buddy check no.1 deadline not part of the grade but needs to happen

Better way of doing request instead of path variables we do path params. With path params it's more professional

Regarding the HCI assignment

introduction; students don't know model don't Make assumptions we make assumptions. Describe procedure of evaluation in more detail. We do evaluation step by step: after gui we give to evaluators, tell the evaluators that they must go through it multiple times. Step by step algo of evaluation. Algorithm must be able to be done by another group

Execution part; we say we used the exact same algorithm. In the lecture we heard about observer, the observer is someone who is part of the group the evaluators can question him. Mention there is an observer.

We have to have 6 reference to be sufficient. We need 10 to be perfect.

results; right now we describe issues, Nielson has 10 criteria map issue to heuristic according to Nielson. Extend conclusion now it's only two sentences.

improvements; Mention list of priorities of how to fix the things. Make a priority list.

Merge requests

Next week when we start using gitlab for planning, use mile stones, check boxes, time estimation or weights. Upload minutes of week 2 to gitlab.

Testing

One test per method unit test everything. Only manual test ui.

Chair

Dividing the issues

We keep the same frontend backend team this week

Pick out 6 issues to fix this week

We create subissues for singleplayer in the form of checkboxes