

Meeting Notes Log

Meeting 1 Date: 07/02/25	<ul style="list-style-type: none"> • Checked in on everyone, made sure everyone knows what they're doing • Resolved any questions that came up • Kyle and Will are working on the database • Julio is working on the front-end • Thomas is working with front-end to implement QR code scanner • Charlie and Marcos are working on User authentication • Arjun is on design (modelling), documentation, and logs and presentation.
Meeting 2 Date: 13/02/2025	<ul style="list-style-type: none"> • Ensuring overall usability/accessibility → completeness of features required (eg: Text Reader for Blind), Requires an emphasis on accessibility on the Web-Page • Julio to look into Web Page accessibility features particularly color selection for Color Blindness, add this to the Trello (development of accessibility features) • Emphasis on the game master is lacking, need to increase card creation/overall management functionality for the superUser (to be renamed as GameMaster) • GameMaster's real-life task is identifying existing locations and placing QR codes. • Kyle suggested for GameMaster to make communities and players trade within communities. • Overall take-away re: game master is to increase role through added functionalities on admin side and card making/game admin management. • Interaction between Front-End & Back-End needs to be defined, Julio needs for integration implementation and Arjun will need to define System Architecture Design using integration details • Key Take-Aways: <ul style="list-style-type: none"> ○ Accessibility Features ○ GameMaster - Increase Role Functionality ○ Front-End/Back-End ○ Integration to be Defined Charlie to send User ○ Access Control Design Trello Board changes to Specifying
Meeting 3 Date: 16/02/2025	<ul style="list-style-type: none"> • Discussion Minutes Need a Logo to be made - Loaf of Bread? • Merging of Files into Main - Charlie, Markos & Julio - GitHub Ask about booking the session during the drop in meeting • Julio, Arjun to start presentation for first presentation • Placeholder to be added when entering main section for the Card Design Specifying for Backend - • Responses to be added to the HTML files - Request to expedite by Julio Will & Kyle been implementing the

	<p>APIs - mostly completed and in the validation stage Key</p> <ul style="list-style-type: none"> Takeaways <ul style="list-style-type: none"> Logo GitHub - Merge JSON Responses - Sent to Julio by Will Design of Card objects - Placeholders Booking Presentation - Drop In Kyle Database Thomas - Merging into GitHub Julio - Help with Landing Page, Finishing Register + Login Markos & Charlie - Integration Arjun - Form to Send + Finishing System Architecture Designs & Check Code is Compliant with Designs Sit-Down Meeting Soon In-Person - This Wednesday (11:00) - Room B Booked
Meeting 4 Date: 19/02/2025	<ul style="list-style-type: none"> Markos implemented landingpage.html Julio implementing login and register page Kyle creating card decorator Will specifying backend and endpoints for backend Arjun creating test plan for Markos to start Unit Testing Charlie wrote additional test Thomas working on the QR code stuff to push to the git <ul style="list-style-type: none"> Game master: <ul style="list-style-type: none"> Makes cards Manage Where QR codes are Sprint 2: front end for game master Announcements QR codes in a specific location Prototype: <ul style="list-style-type: none"> Scan QR code to get card parks Inventory Sustainability: <ul style="list-style-type: none"> Sprint 2 location-based Sprint 1: Talk about the future vision Packs based on certain locations Render a card on a website Powerpoint: <ul style="list-style-type: none"> Look at the spec Add sustainability shit to the future visions Mock of the "radar page" Kanban board in powerpoint Github repo
Meeting 5 Date: 22/02/2025	<ul style="list-style-type: none"> Sustainability doc research done by Charlie - Arjun to have a look at anything to see and include in future developments for the presentation Markos - Question about structure of Presentation - to be reviewed during meeting on Monday Julio has completed all UI features, has added Logo - just needs to update landing page, will also start

	<p>working connecting to back-end & adding users to database</p> <ul style="list-style-type: none"> • QR code system is ready to be implemented - but the end-point is not established yet, potentially creating a website to dynamically generate QR codes? • Kyle - Finished Database API, needs to Merge into main branch, needs to merge Markos testing as well into DB and then all into Main - check if all tests pass • Will - Question if the code for creating user is final? - to work with Julio • Julio - Finding a way to connect to back-end & update the landing page • Thomas - Finishing QR code connection • Markos & Arjun - Finishing Deck with Feedback • Arjun - Push all product documents, test documents, and designs to GitHub • Kyle - Merging into main & Markos tests as well • Kyle - To implement an end-point to give a user a card
Meeting 6 Date: 05/03/2025	<ul style="list-style-type: none"> • Card Opening Back End —> Kyle • Pack Opening Page Front End —> Julio • Game Master to Manage QR Codes —> Thomas • Implementing Leaderboard Back End —> Markos • Implementing Leaderboard Front End —> Arjun • User Inventory Card Shop Back End —> Will • Specifying —> Arjun & Markos
Meeting 7 Date: 09/03/2025	<ul style="list-style-type: none"> • Charlie - Front End of Card Shop done - not sure of how it interacts with Packs • Markos done with Leaderboard Back-End - need to test it • Will - mention about CSRF token - to be looked into • Kyle - Refreshing QR codes for every 24hrs • Arjun & Markos - Finish pushing Leaderboard after integration • Julio to look over all other Front-End things (card shop, inventory, points display) • Markos to Validate the Leaderboard Back-End
Meeting 8 Date: 15/03/2025	<ul style="list-style-type: none"> • Charlie has completed Card Shop - demonstration • Drop-In booked for Monday 11:40 • Charlie-Will on pack-opening animation, Charlie to make certain updates to branch • Julio trying to fix Pack Opening Animation, added buttons • Kyle - completed QR pack scan - retrieves 5 cards

	<p>from pack - provides to HTML - tests works</p> <ul style="list-style-type: none"> • Kyle - Need to make an endpoint specifically for pack opening without QR (for shop)? • Arjun - make branch and push • Charlie - on Front-End • Markos - to make Card Designs (Image, Heading & Desc) • Kyle to work with Thomas
Meeting 9 Date: 20/03/2025	<ul style="list-style-type: none"> • GeoLocations complete - Demo by Kyle • Julio to finish touch ups to CSS • Arjun & Markos finished Leaderboard, Charlie on Frontend now • Julio to look into Deployment
Meeting 10 Date: 24/03/2025	<ul style="list-style-type: none"> • Submission Meeting • Documentation Complete by Arjun • Project Finishes by Julio, Kyle & Will • Charlie overseeing project submission • Julio has completed deployment of project