

Jun 26, 2024 | SMGB Bi-Monthly Review

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## Agenda

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#### Development Updates

#### Completed Tasks

- \* ROP records updated on Admin panel
- \* New design and updated flow for scanning screen with fit only and damage only
- \* Production release 2.0

#### In-Progress Tasks

- \* Implementation of scanning screen after design approval

#### Discussion Item

- \* Discussion of new design updates for scanning screen flow
- \* Discussion about potential tasks for SMGB project

## Notes

- \* Damage design discussion:
  - \* Variation 1 + Variation 2
  - \* Minimum 2 images should taken for damage
  - \* Move the options above scan button Maintain the state of last selected option for scan of user
  - \* Change the camera logo from scan button to ball logo and add Start Scan text also
  - \* After scan for damage, user should go back to Home Screen Pop up results of damage should be shown over greyed out Home Screen
  - \* There are two buttons one is Ok and another is Rescan. In Rescan user can do rescan and ok will lead to home page
    - \* user should go back to Scan screen
    - \* 2 images for fit and 2 images for damage
  - \* \* \* Damage threshold discussion:
    - \* Damage results threshold should be 65%
    - \* Handle the damage threshold from backend and provide option on admin panel for threshold selection
- \* Future tasks discussion :
  - \* Tasks will be prioritized soon after client discussion

## Action items

- \* Need to share new prod build with updated damage threshold (Hot fix)
- \* Update the design as per client requirement
- \* Share the potential task for SMGB with client

Jun 12, 2024 | SMGB Bi-Monthly Review

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### Development Updates

#### Completed Tasks

#### Mobile App

- \* Updated the application flow for damage analysis with new labels
  - \* Updated the texts for each label

- \* Removed the intercom from the mobile app

- \* Bug fixing

#### Reports

- \* Provided a report for Nyckel API brand and model identification

- \* Provided a report for Nyckel API damage analysis verification

#### Website

- \* Removed Intercom from the website

#### In-Progress Tasks

##### Designing

- \* UI designs for the scanning screen

##### Discussion Item

- \* Discussion on the image labeling mapping with the old labels

- \* Use case explanation

- \* Feedback Discussion on the Ball Recognition Model Report

- \* Discussion on the Externalizing the Ball Recognition API

- \* Discussion on Scanning button UI designs

- \*

#### Notes

- \* Feedback on the staging build

- \* Condition not available message shown

- \* Publish this version of the application to the production

- \* Feedback on UI design of scanning screen

- \* Create a stepper flow for scanning and use a single button for scanning

- \* Show a message "Do you want to do damage analysis"

- \* Yes/No

- \* If user selects Yes, Then user will be redirected to the scanning damage screen

- \* If user selects No, User will be redirected to the scanning result screen with showing results

accordingly

- \* Zubaria provide a UI demo for scanning button

- \* Keep the original button and show a popup on screen for Scan for ball brand and model and Scan

for Damage

- \* Use two options only

- \* Discussion on the Image labeling mapping

- \* Create new buckets for the new labels

- \* Leave the old labels

- \* Discussion on Discussion on the Externalizing the Ball Recognition API will be moved to next meeting

- \* TR team will share the ball recognition model report on the Slack and get feedback from the team

SMGB on slack

#### Action items

- \* Publish the current stage version to the production

- \* Share the release notes with the team SMGB

- \* Share the flow of the application on slack channel with team SMGB

- \* Share the ball recognition model on report on the slack channel and start communicating with team SMGB on slack channel.