Date: Saturday, 27th April, 2:30pm
Members present:
- Hi Leung
- Louis Wang
- Yujia Zuo
- Hang Li
- Yifeng Zhang
- Jiahao Pang

Meeting on 20th April was canceled base on the exam week , therefore we move the meeting to this week.

What we did last weeks:

- Update UI design
- Figure out internet connection
- Add item button
- Art page implementation
- Enhance the efficiency
- Debug for Search Bar:
    - After log in to stuff page, stuff cannot search items.

- What we have now:
    - We have some exhibition button on map, and you can use
    - Space for future upgrade and expansion.

- What we need to do today
    - Fix the navigation tiny trouble: When the start point and end point are the same, it will flash back(Choose a showcase to set either start/end Choose another showcase to set start/end. After the route appears, set one of the two showcases to its opposite option (change both to start or both to end) causing a crash.)
    - Empty the search bar and hit search Returns full item list.
    - At the main screen, hit the "Art" button Scroll down the list too much Causes the "Art" activity to crash and return to the main.
    - At the main screen, hit the "Art" button Click on any item that causes crash.
    - When stuff search items in the search bar, the display is wired. (Text and images are overlapping)
    - Send the navigation to the Washroom

- What we did today
    - Fixing navigation unclosable problem
    - Fix the search bar Empty Search
    - Fix Crash by Clicking "Art" Button

- Staff can delete and add exhibitions
- Fix the Display Layout Overlapping
- Add more Exhibition Pins on the map

Review:
- Today, we met to go over bugs together. Not only did we fix visual bugs, we also fixed logical issues that did not come up during development. Many of the functions we intended to implement from our last sprint review were implemented. This includes, but is not limited to, the functionalities related to the login system, showcase system, navigation, and search bar.

Retrospective:
- What went well?
  - Since the integration of the database, development has been rapid. We were able to catch up to our plan despite our slower start.
  - Staff system almost complete
  - Navigation function implement
  - More functions
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- What we can do better?
  - In terms of teamwork, communication quality has not been as good as previously due to us all being busy with the last part of the term where there are many assignments to hand in and exams to do. This led to us not being able to meet as regularly.
  - More user friendly layout in staff system

- What did we learn?
  - Focus on Scaling when design layout

- What are our next steps?
  - Future feature: After Click 'MORE', add more features by clicking the button.