4th Meeting

Date : 01/03/2022

Time: 13:45- 14:30

Location: Project Room 4, Drebbelweg

Attendees: Anna Lantink

Bernadett Bakos

Diana Banță

Alexandru Marin

Floris van der Voorn

Vladimir Petkov

Giuseppe di Giuseppe Deininger

What we did:

* Stand up meeting: discuss the progress of last week
* Code of conduct reflection: we are still on track
* Decisions:
  + For different types of questions: we have one scene and we hide the buttons we don’t need for the current question type
  + We should change the scenes so they are resized when we resize the window
* Feedback on HCI assignment:
  + Make one figure with subfigures
  + Check for typos (e.g. „//”)
  + Include references
  + Include description on how does the prototype work
  + We should specifie in the beggining what our evaluation is made for (e.g. OOPP project), for future reference
  + For the results: break down into smaller problems, don’t just accept the feedback, reason about it
* Questions for the game:
  + We split up the questions among us, everyone comes up with activities
* Feedback on our progress:
  + We are still on track with the subject
* Testing our application:
  + Shouldn’t leave it for the end
  + We have to document on UI testing
  + Pipeline: we should keep the test coverage high
* To do until next meeting (15/03/2022):
  + Teamwork 4
  + Upload questions into the activity bank
  + Do the budy check: give feedback on everyone (public, private)
  + Everyone should do at least one merge request each week
  + Documentation of progress for both week
  + Anna: Creating a database for the activities
  + Vladi: Answers + refreshing the screen
  + Alex: Joker + scores
  + Floris: Joker + scores
  + Diana: Generating questions based on the activity database
  + Detti: Generating questions based on the activity database
* Chairman and Notetaker for next meeting:
  + Chairman: Floris
  + Notetaker: Diana