BSc Computer science programme

Course name: CM2020 – Agile software programming

Tutor group number: 5

Team number: 44

Team meeting date: May 25, 2023 07:00 PM London

Team members present:

Team members absent:

Agenda item	Time	Description	Discussion	Action points
Project clarification	5min	Free talk and questions around the project idea	- Discussion to clarify any point needed	/

3.02 Team activity Identify our potential competitors	30min	Find existing apps, analyse their features and their positions	- Identify similar applications - What are these applications doing ? Their strengths and weaknesses - Which features are they missing ? - Which features could be improved upon ?	- Each team member install and test 2 to 3 apps - Make some screenshots of features - Produce a short summary of the tested apps
Market positioning	45min	Define our position in the current market	- How our app is different from the competitors ? - Position it in the market space	- SWOT Analysis (five examples/category), ranked in order of importance - STEEPLE analysis - Venn diagram or equivalent

3.403 Team activity Research	30min	Research in relation to the project idea	- Each team member share their first research findings - Define main research questions and categories - Describe how we intend to answer them - Identify modalities and methodologies that are most useful for your area of interest - How to document, share and disseminate this information ?	- Document summarizing research questions and papers found