

Meeting Agenda

Group: Yayeet Group Consulting, Group 5

Date: 18-09-2019

Chair: TBD

Participants: Alexander Ohlin, Aaron Sandgren, Rasmus Rosengren, Dino Pasalic, Carl Holmberg

Objectives

- Agree on initial design of application based on paper prototype.
- Create a design model for the initial scope of the project.

Report from previous meeting

- Carl: Examined firebase authentication and concluded that we need to be aware of not becoming too dependant on firebase.
- Dino: Created part of a paper prototype/sketch.
- Alexander: Created the other part of the paper prototype.
- Rasmus: Created and improved the gitignore together with general github administrative work. Also worked on model structure with empty classes.

Discussion items

- How will we handle authentication and login security?
- How will we handle storage of data and how to use it in the app?
- Discuss and agree on design.

Outcomes and assignments

- Outcomes from discussion items. Write down what's decided and why it was.

Outcomes:

Authentication is a current issue that will need to be looked into further.

We have decided on a general structure on how to save our data and how we will interact with firebase. An example of this might be how a Game in our app will have the generic data of a name, one to more amount of teams where every team can have multiple different roles in

them. These options are game specific but can give us enough info to create games and store them.

Designs were presented as paper prototypes. Some modifications will be made but they will be used as the first blueprint for how the design of the program should look.

- (re)Assign to each group member which issues to solve.

Assignments:

Carl and Rasmus will continue to investigate secure login/authentication service.

Aaron will examine android activities and write a style guide.

Dino will take the response gained from the paper prototype and try to recreate it on the computer.

Furthermore, Rasmus will make a design model. When this is done (together with the style guide), the team will begin working on coding the login functionality for the app.

Carl will build the model of the login service. Alexander will work on the visual part.

Alexander will also research Android studios visual aspect and prepare for creating the match history etc.

End of Meeting

- The team is yet unsure on how account authentication (via firebase or self implemented) will be handled.
- The next meeting is the supervisor meeting on the 19/09/2019