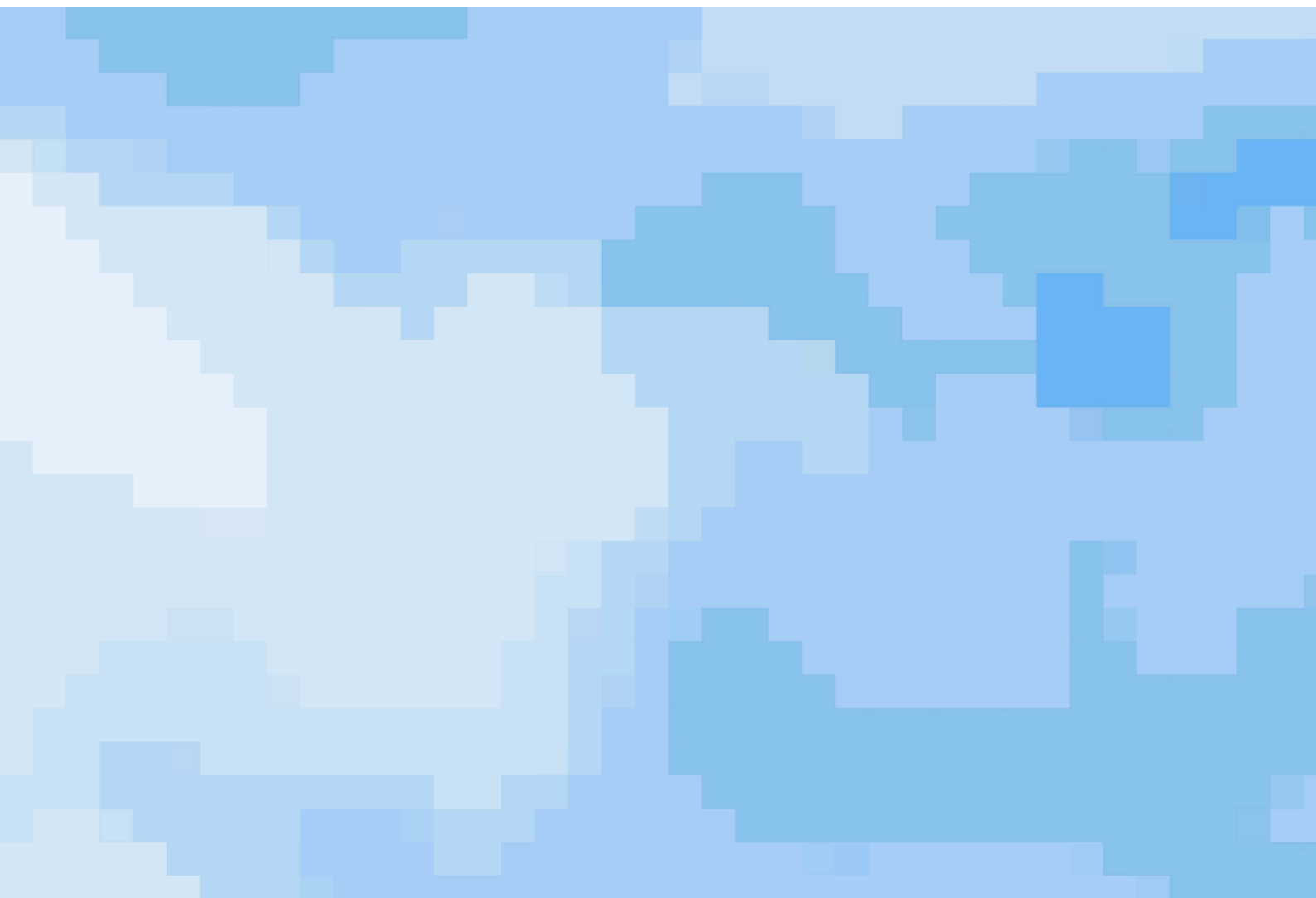# Software Project Progress and Documentation Meetings

Group: JARS with an E

Project: Napoelon's Adventures

Meeting Summary

Date: 06/03/25
Meeting Type: Online

Objective: The purpose of this meeting was to review and discuss a proposed game concept, address implementation challenges, and refine the task delegation for the upcoming development sprint. Additionally, the team explored issues related to mobile functionality and server accessibility, along with clarifying certain design aspects such as the leaderboard system.

Discussion Points

1. Review of Game Concept

The meeting began with a discussion on the proposed game idea, Sea Sweepers, presented by Jood. The team reviewed the core mechanics, objectives, and overall feasibility of the concept. While most members had reviewed the details beforehand, a brief walkthrough was provided to ensure everyone had a clear understanding of its structure and functionality. The team considered how the game would integrate within the broader system and discussed possible refinements to improve engagement and usability.

Following the presentation, a question was raised regarding whether the game required any additional implementation support. It was confirmed that the current plan aligns with the existing development goals, and no major modifications were needed at this stage. However, adjustments may be considered once early testing begins.

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2. Mobile Compatibility and Server Accessibility

A critical point of discussion was ensuring that the platform functions smoothly on mobile devices. Ameera highlighted a previous issue where the server failed to respond when accessed from another device, indicating a potential problem with the current handling of URLs. The team agreed that implementing a public handle would be necessary to enable proper testing of the web application on mobile.

As a result, Ameera was assigned to work on integrating the public handle feature, which would ensure that the system remains accessible and functional across different devices. This was marked as a priority task to facilitate mobile testing in upcoming development sprints.

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3. Task Delegation and Sprint Planning

After addressing the mobile functionality concerns, the discussion shifted to finalizing task delegation for the next phase of development. Rami reviewed the current workload and assigned specific responsibilities to ensure steady progress. Each member was given a defined role, with an emphasis on maintaining a structured workflow. The team confirmed that they were satisfied with the allocations, and no objections were raised.

To maintain accountability, members agreed to check in regularly with progress updates and ensure tasks are completed before upcoming meetings. Additionally, it was reiterated that those unable to attend future meetings should provide a status update or screen recording of their progress beforehand.

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4. Leaderboard System Clarification

A final point of discussion was the structure of the overall leaderboard system. Ameera raised a question about whether the leaderboard should be time-based or point-based, as there had been previous discussions but no final decision had been made. It was noted that the individual game leaderboards were the current priority, and the overall leaderboard could be decided at a later stage. Rami and Jem confirmed that they would individually develop leaderboards for their respective games, ensuring consistency in implementation.

Given that the overall leaderboard was considered a lower priority, the team agreed to revisit this topic in a future meeting, focusing first on the individual leaderboards before determining the structure of the global ranking system.

Conclusion

As the meeting concluded, the team confirmed that the next steps would include integrating the public handle feature, finalizing task assignments, and progressing with feature development. The discussion around the overall leaderboard system was deferred to a later meeting, ensuring that current development priorities remain focused. Mobile testing will be a key area of focus in the coming sprint, with additional refinements expected based on test results.

Next Steps

1. Implement the public handle system to enable mobile compatibility.
2. Proceed with assigned development tasks and maintain structured workflow.
3. Conduct regular progress updates to ensure accountability.
4. Revisit leaderboard structure once individual leaderboards are completed.

5. Begin mobile testing and address any potential issues that arise.

Action Items

- Ameera to integrate the public handle feature for mobile compatibility.
- Rami and Jem to develop individual leaderboards for their respective games.
- All team members to continue development based on assigned tasks.
- Future discussion on overall leaderboard format to be scheduled.

This meeting successfully outlined the next steps for feature development, addressed mobile compatibility concerns, and clarified the approach to task delegation. The team remains on track for the upcoming development sprint, with mobile testing and leaderboard implementation as key focus areas.