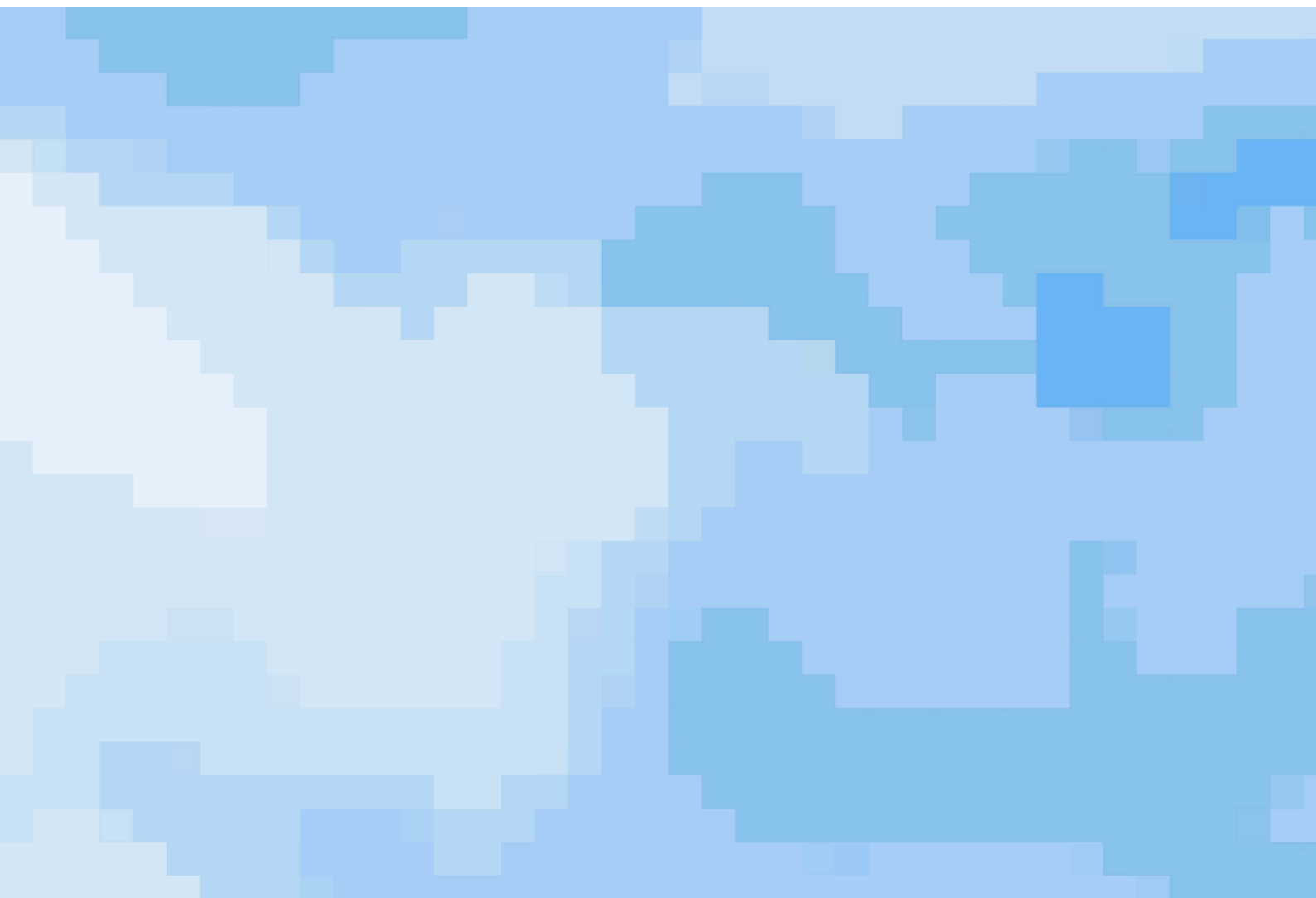




Software Project Progress and Documentation Meetings

Group: JARS with an E

Project: Napoelon's Adventures



Meeting Summary

Date: 09/02/25 & 10/02/25

Meeting Type: Online & Physical & Drop in

Objective: These meetings were held to refine the project ideas and finalize the overall plans so that they correspond to specification requirements, and the tools and workflow for project execution could be managed. Additionally, the time was used to set the Kanban board, distinguish among some key project functionalities, and structure statements of expectations around the prototype. They were also avenues to clear any doubt that hung about issues such as game mechanics, sustainability integration, and development technical requirements.

Discussion Points

1. Reviewing The Idea and Ensuring Specification Compliance

The winning Idea went through a thorough discussion in terms of its feasibility, engagement levels, and implementation challenges with regard to the required project specifications or criteria. Also discussed were pertinent questions on whether the concept had enough interactive elements to hold the users' interests. Moreover, we were talking about how users' feedback should be integrated into the design and would a redesign serve to make the idea more innovative.

Gaps were identified that required further elaboration to ensure full compliance with project requirements. We talked over the options for modification: encouraging user participation throwing in reward-based interactions and refining the learning elements in the game. It was agreed that a reworked version of this idea, embracing these modifications, would be tabled for discussion at the next meeting to assess its viability for implementation.

2. Kanban Board Setup and Finalization

We structured and finalized all elements in the Kanban board to make it a systematic workflow. Each task was categorized by priority and phase of development so as to efficiently monitor progress in execution. It became apparent that it was necessary to add a greater level of detail for each task so that more definition was utilized to understand individual responsibility.

We also discussed methods for evaluating the Kanban board's effectiveness, including:

- Capturing regular screenshots to track task progression and modifications.
- Monitoring task history to ensure accountability.
- Utilizing GitHub commits and pull requests as an additional tracking mechanism to document development updates.

This structured approach ensures transparency within the team and helps prevent task bottlenecks.

3. Integrating Sustainability into the Game

A central concern was putting sustainability at the heart of the game instead of thinking of it as an add-on. Many ideas were suggested to incorporate eco-friendly attributes into the game mechanics:

- Utilizing biodegradable card materials that degrade over time, encouraging players to make sustainable choices.
- Designing in-game challenges that educate users about real-world environmental issues, such as waste reduction and energy conservation.
- Ensuring that sustainability features are not merely decorative but actively influence gameplay mechanics to enhance the overall experience.

We emphasized that sustainability should be implemented meaningfully, reinforcing the game's educational goals while maintaining entertainment value.

4. Location-Based Functionality and Innovation

The team explored various approaches to implementing location-based functionality, considering both QR code-based interactions and GPS tracking. Each option had its advantages:

- QR Codes: Easy to implement and reliable.
- GPS Tracking: Provides a more immersive experience but requires careful calibration to ensure accuracy.

We discussed the potential of incorporating both systems and evaluating their effectiveness during testing. It was also suggested that documenting the decision-making process behind the chosen approach would be beneficial for future reference.

Innovation was another core point of discussion, primarily as far as the marking scheme was concerned for judging design and gamification. It was agreed that the game was to thrill and entertain the user, in addition to working perfectly well.

5. Expectations for the Prototype

With the progression towards development, expectations for the prototype were clearly spelled out. This ensured that before complexity could be added, primary game features could be tested for functionality. The key components included:

- A fully operational login page with a secure authentication system.
- Implementation of core game mechanics, ensuring interactive functionality.

- Integration of location-based triggers, allowing dynamic interactions within the game environment.
- Multi-language support, ensuring accessibility for diverse users.

Ensuring these features are established in the prototype will provide a solid foundation for subsequent iterations.

Conclusion

Subsequent to these meetings, we managed to polish up our idea for the project and develop a working system that can help us define very essential aspects concerning the development process. Completing the Kanban board prototypes-as-well as embedding sustainability in the game mechanics-have laid a strong foundation for the next steps in development.

Moving forward, our main activities are to continue improving the prototype, implement location-based mechanics, and ensure that everything that goes into the game follows our overall agendas. Regular evaluation and testing will have to be done to ensure that the project is aligned.

Next Meetings

1. Conduct a final review of the revised project concept, ensuring all necessary adjustments align with project specifications.
2. Begin initial implementation of prototype features, with a focus on core gameplay mechanics and location-based interactions.
3. Expand the Kanban board with more detailed descriptions and structured tracking mechanisms.
4. Finalize the methodology for integrating sustainability features within the game.
5. Ensure the prototype supports multiple languages and adheres to accessibility standards.
6. Prepare for the next drop-in session with tangible progress and functional prototype elements.

Action Items

- Each team member will contribute to refining and implementing the prototype's core features.
- A designated member will oversee updates to the Kanban board, ensuring comprehensive task descriptions.
- Additional research will be conducted to finalize the best approach for location-based functionalities.

- Team members will ensure they are prepared for the next drop-in session, demonstrating initial functional elements of the project.