ATOS Exo-Game Gamification Team

Members: ZAC LUONG, ARJUN KHURANA, JUSTIN KIM   Date: 2nd December

In the last two weeks, we have made some significant progress with experimenting with the app and the API. In the end, we've decided to drop support for Android and use Django with SQLite for backend and API. Our proof of concept will be an iOS app using OpenCV and Tesseract OCR. We have been updating the website locally and is struggling to get the website to display correctly on the UCL hosted servers.

Meeting 1:

During this 45-minute meeting, we discussed the use cases and developed the paper prototypes. Additionally, we finalised on the requirements which was not confirmed by our client but after 2 attempts of requesting for feedback, we haven't got any response. However, it was necessary to make sure everyone on the team agree with what we have in order to present it to Antoaneta in our next meeting since we were unable to meet her at the start of the week because Zac's job interview clashes with the meeting.

Meeting 2:

We had a short 10-minute team meeting to discuss briefly on what we would talk about during our meeting with Antoaneta. She was confused with our MoSCoW and the direction we are going with our project but was very understanding after we let her know about the lack of feedback from our client. After 30 minutes of explaining our project brief and the technologies we are going to use, she gave us some guidelines on what we should reconsider with our MoSCoW, things we need to clarify with our clients and helped us get into contact again with our client. After the meeting, we started to make a progress report including our revised MoSCoW, technologies we are going to use and the reasons why, the paper prototypes and use cases, this report would be sent to our client as suggested by Antoaneta.

Meeting 3:

In our third meeting, which took 30 minutes, we showed our teaching assistant the progress we've made so far and highlighted the issues with Java and Android which resulted in dropping of development for that platform all together. With the agreed tools and technologies, we finalised our progress report and sent it to our client. Arjun also showed us a new design for the website since our previous version has too many images to be loaded and we ran into many issues with displaying said images due to the environment of UCL hosted servers.

Tasks completed:

- Created a progress report and send it to our client.
- Met with project invigilator to discuss project progress.
- Finalised the tools to use for the development of the API.
- Finalised the platform for development of the PoC.
- Finalised the tools to use for the development of the PoC.
- Update the website.

Problems that need resolving:

- Get the website to display correctly on the UCL hosted server.
- Work on improving the processing time of tested features

- Get our client to response about meetings and presentations.

Plan for the next two weeks:
- Research into Tesseract OCR.
- Implement API features and test them.
- Implement PoC features and test them.
- Update the website content and design.
- Clarify with clients about the possible advertisements we can use for our project.
- Clarify with clients about the possible rewards we can provide to the users.

ZAC LUONG:
I've made a full progress report and been making contact with our client about our project progress and meetings. I also decided to stop working on Java and Android version of our PoC because of the work to get the environment set up is too much and prone to errors. Furthermore, I've been working on shapes and text detection which will be useful for our PoC.

ARJUN KHURANA:
I developed the paper prototypes of how the app should function as well as it's UI. In addition, I've been creating and designing our team website. I'm going to update the website with the content reported by other team members.

JUSTIN KIM:
In the last two weeks I've set up a server with Amazon AWS. I've installed the required components for it to act as our backend and API. A lot of testing has been done by me to understand the limitations of the tools I've chosen and I'm working on ways to improve them as well as resolving any issues found along the way.