

## Notes:

1. Go through Cognitive Walkthrough with Janae Foss
  - a. To gather feedback from the prototype
2. Tell Janae about the team website explicitly
  - a. Adding in another means of communication
3. Foster more communication between the grad students and us
  - a. More of an effort from our end
  - b. Add them to Zulip for easier communication
    - i. Subscribe so a single channel for them vs. a channel for development purposes
4. Design Notes:
  - a. Don't need photos of sheep
    - i. Not required for the app
  - b. CSV download
    - i. Maybe don't need a database
      1. Back track, we need a database
    - ii. App could store in indexed db
      1. Local Forage
        - a. Easier to use
    - iii. Need an about page to motivate the app
      1. Promoting the app less than how-to-use the app
    - iv. What happens when a farmer has more than one flock
      1. Have to have a database
    - v. Google progressive web app (NOT)
    - vi. Work towards an offline app
    - vii. Have a discussion about how we are going to make the app:
      1. Grails
        - a. Lots of form submitting
      2. Offline behavior
        - a. React which synchronizes to Grails Backend
        - b. Vite?
      3. Will want some javascript
        - a. Use React
  - c. Help Page:
    - i. Don't need a help page since everyone using the app will be familiar with the process
    - ii. Using Tooltips
      1. Question mark on mobile
  - d. Default values for the entries
    - i. Default the sheep date of birth and date
    - ii. Add date to the entry check page
  - e. Don't worry too much about offline, make it an online first
  - f. Priority list
    - i. Entering sheep data

- ii. Entering the worming data
- iii. Downloading the data
- iv. Managing the records (reach)
- v. Flock analysis (reach)