Smoothie release checklist

Flutter Smoothie - old Meeting minutes

New meeting minutes (owned by google.com)

Task	Priority	Status	Links	Responsable	August 27th
State Management	High	TODO	https://drive.google.com/c	Responsable	August 27tii
Barcode Scanner	Medium	Done	https://docs.google.com/d		
	Wediam	Done	nttps://docs.googie.com/d	Pierre	
Test the ML Kit based scanning plugin on iOS (no answer on Slack)		Done		Plette	
openfoodfacts-dart	Medium		https://github.com/openfo		
•	Wediaiii	TODO	https://github.com/openfo		
Application name in user-agent (auto from package_info)			1.11	Duine - 21	
Barcode blacklist		TODO	https://world.openfoodfac	Primaël	
	I II a b				
smooth-ui-library	High				
Global design		Done			
Buttons		Done		Primaël	
Gauge					
Search view		Done			
openfoodfacts-nutrition-kit	Low				
Nutrition table	Low	Done			
Smoothie	High	TODO			
Server readiness	High	TODO			
Pre-processing for product search - specs	High	TODO		Stéphane	
Pre-processing for product search - implementation	High	TODO		Stéphane	
Reach NL Net milestone (version 0.1)	High	TODO	https://drive.google.com/c		
Search for products	High	Done		Primaël	
Determine the 'final' algorithm	High	Done		Primaël	
Add contribution features (version 0.2)	9	50.10		ao.	
Add contribution readiles (version 0.2)					
A cooosibility		TODO	https://fluittor.dou/doco/dou	Pierre	
Accessibility		ТОВО	https://flutter.dev/docs/dev	Fielle	
	1	Dana			
Localisation	Low	Done	https://docs.google.com/d	5.	
Decide how to handle localization	Low	Done		Pierre	
Taxonomies	High	Done			
Scanned product history		Done			
Offline mode		TODO			
Tasks to be tested		TODO			
See Smoothie Release checklist		TODO			
User tests		TODO			
User tests with a power user		TODO			
User tests with an intermediate user		TODO			
User tests with a beginner user		TODO			
•					
Smoothie feedback infrastructure		TODO			
Communication		TODO			
Creating marketing materials (Twitter, Slack, Meetup)	Low	Done			
Communication launch	Low	Done			
SSSalion idditori	25**	20.10			
Create iOS listing	Medium	Done		Pierre	
orodio roo nating	i i i cuiui i	Done		1 10110	
Smoothie launch		Done			
Omooding launtin		Done			
Foodback analysis		TODO			
Feedback analysis		1000			
Ocalis and March 1975	P11.1.	D	h.u 110 .u 1 . 11 . 11		
Continuous integration	High	Done	https://flutter.dev/docs/de		
Prepare for screenshot automation	Low	TODO	https://flutter.dev/docs/de		
Prepare for playstore automation	Low	Done	https://flutter.dev/docs/de		
Make the app Fastlane compatible	High	Done			
Analytics		Done			
Sentry	Low	Done			
Matomo		Done	https://pub.dev/packages/		
Developer experience		TODO			
	Low	TODO	https://github.com/insidea		
Install SonarCloud	LOW	1000	Tittpoin gitt i ab toott ii i i o a o a		
Install SonarCloud In-App Review	LOW	TODO	https://github.com/britann		

Task	Priority	Status	Links	Responsable	August 27th		
Codelab		Dropped					

Namo	URL	Type	Pros	Cons	Selected 7								
Synctusion_futter_gauge	https://pub.dev/packages/synchaton flutter of	Gauge											
NutrientFacts	https://pub.dev/packages/nutrienffacts	Nutrition table											
Flutter_Gauge	https:/pub.dov/packages/futter_gauge	Gauge											
CustomGauge	Mbs/bub devisackages/pustomosuge	Gauge											
Hive (NoSQL)	https://pub.dev/packages/hivs	Database	 Really simple box system : box = OpenBox(bold) then box get(elementId) Can store custom Objects thanks to HiveObjects 	pick specific items									
Sembast (NoSQL)	Miss Pub devisackages/sembast	Database	Integrated basic query system Supports transaction Supports codec encryption Stored as joon, no need to write an export method	 Objects have to be converted to jeon in order to be stored Async 									
Sqfite (SQLite)	https://pub.dov/packages/soffile	Database	 Supports transactions and batch changes Does have a helper to simplify queries 	Outlow Objects must be manually converted Table engineering is required Async									
	https:/bub.devibackages/moor	Database	updating stream (Sounds super cool but not sure if we're gonna use it)										
StatefulWidget	This is the basic behaviour of a Flutter app, you define a Stateful/Hidget and provide it with a State. A State is rebuilt every time you call setState).		Embedded in Flutter, no need for a library Pretty straight forward	■ You cannot rebuild a parent Wildget									
Stateful@uilder													
InheritedWidget													
RxDart + SehaviorSubject													
BLoC													
Provider													
Redux													
Mobil													
Scoped Model													
Flutter Hooks													
Provider													
Scanner package													
	shubhamhackz / light_dark_toggle												