

Awesominds Minutes June 29th

1pm via Skype

In attendance: Walker, Adam, James, Marty

1.0 Approval of agenda

approved

2.0 Review of previous minutes

approved

3.0 Emails since last meeting

3.1 PM (Marty) Sent email outlining required edits/revisions of current version

3.2 Team – none

4.0 Progress on Assigned deliverables

Team: Redesign of the foundation/structure of the tasks/game side of Awesominds

Walker – game portion, choose portion – base structure working, no points,(simple) timer. Configurable with simple settings. Game show – that's working. Just drills, other modes not yet. Pregame card/screen.

James – game UI. New file to separate game code from previous. Base structure works somewhat. Need to test with local source/repository. Avatar, instructions, game show avatars.

Adam – menus and screens. Settings – own file. Now working. Stop button – previous bug, work around. Needs to be integrated. All use end of mode file.

Cannibalize existing code? W – most from existing (still need to read through to figure out) J – copy previous source – figure things out. A – 80%

Other challenges? – none.

5.0 Selecting next tasks/deliverables (high priority items)

On hold until foundation redesign completed

5.1 Timeline

On schedule? Working at steady pace – on schedule

5.2 Next team tasks

Continue w Redesign of the foundation/structure of the tasks/game side of Awesominds

James – finish game UI. Find out other parts that need to be addressed – discuss with team.

Adam – coordinating with Walker. Address bug. End of game menus.

Walker – stop button working, work with Adam. Slide cards, rate questions need extra structure.

5.3 Project manager next tasks

Nothing

6.0 additional items

None

7.0 Next meeting

July 6th 1pm

8.0 Adjournment

1:20 pm