**Meeting Agenda**

*Group 27, Odonata*

*Date: 2017 - 03 - 22*

*Chair: Are Ehnberg*

*Participants: Are Ehnberg, Henrik Håkansson, Anton Kimfors*

**1. Objectives**

* Discuss app-functionality.
* Discuss design.
* Discuss knowledge needed for project.
* Discuss individual roles.
* Decide when to have meetings.

**2. Reports**

Irrelevant for first meeting.

**3. Discussion**

* Are roles needed, and if they are - who should take on these roles?
* Should meetings occur at the same time each week, and if so - when?
* Do we have the necessary knowledge for the project, if not - what do we need to learn more about?
* What functionality should the app incorporate?
* How should the app be designed?

**4. Outcomes and assignments**

* Roles
  + We all take responsibility for every aspect of the project and help each other when necessary. Only a few, administrative, roles need to be set.
  + *Are* is appointed chair of the meetings, and is responsible for meetings occurring each week.
  + *Anton* is responsible for turning in assignments, and is appointed main responsibility of making sure git works appropriately.
* Meetings
  + One meeting every thursday after meeting with supervisor/mentor.
  + Meeting every monday, or tuesday, depending on schedules.
* Knowledge
  + We all have enough knowledge about git, but we need to look at how Gradle works.
* Functionality
  + The app should be a simple quiz-app with the ability to add questions with answers and then answer these questions.
  + Should be easy to group questions (in some kind of quiz).
  + Should be able to add images and media to questions.
  + Should be able to edit a quiz and answer questions in a quiz, but not simultaneously.
  + Questions should be randomized when answering quiz.
  + Maybe ability to choose what questions you want to answer in a quiz.
  + Maybe ability to have different formatting of answers.
  + A limited number of answers may be necessary to make design more constant.
  + Very low priority: Voice to text for questions.
* Design
  + Some kind of “flat-design” because it’s popular and looks good.
  + Needs to be adapted to android standards.
  + Everyone should create a rough sketch of some sort of design for the next meeting so that we can get different ideas and discuss.
* Assignments
  + Everyone makes rough design-sketch for next meeting.
  + Everyone learns gradle for next meeting.

**5. Wrap up**

* Not finished discussing functionality and design.
* Next meeting thursday 23/3, 15:15.