**Meeting Agenda**

*Group 27, Odonata*

*Date: 2017-03-23*

*Chair: Are Ehnberg*

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

**1. Objectives**

* Discuss app-functionality.
* Follow-up on sketches.
* Discuss developing apps for android.

**2. Reports**

* Everyone has made a sketch.

**3. Discussion**

* Discussed sketches.
* Discussed functionality further.

**4. Outcomes and assignments**

* Functionality
  + Since the app will mainly be used like flashcards everything should go fast and be easy to use. Therefor, no unnecessary functionality.
  + Limited to four answers because users will usually not add more, and it makes the design easier and more constant.
  + Show every quiz in the start-up view for quick access.
  + Start the quiz quickly by just tapping the quiz.
* Design
  + We all had pretty much the same ideas for the design.
  + Some kind of one windows drilldown of all the quizzes where you hold to edit or delete the quiz.
  + Answering a quiz looks much like the app “Quizkampen” with a question at the top and four answers in boxes below.
  + Progress bar when answering quiz.
* Assignments
  + Marcus creates mockup of design, as well as functional requirements for next meeting.
  + Anton, Are, Henrik starts working on use cases and domain model monday morning.
  + Did not discuss developing apps for android but decided that everyone should look at it in their spare time until next meeting.

**5. Wrap up**

* Next meeting monday 27/3, 11:30.