MEETING AGENDA

Meeting #9

Prepared by: Ysabel Dungca
24th of September 2020

AGENDA

REVIEWING UI DRAFTS

- We looked over a prototype Tom created using LucidChart, which were low-fidelity wireframes of what the app could look like.
- Belle also digitally drew some UI layouts of the application.
- We gave feedback and our opinions on both of these wireframes and saw how the features were laid out for each one. With these thoughts in mind, we could better sketch out how the prototype could better build upon and translate these into a high-fidelity prototype.

FINALISING ASPECTS OF THE PROJECT

- We finalised what features the application will have so that we could translate these features onto a Figma prototype, which we will all have a look at.
- We finalise for what mobile devices we would be using to make the UI prototype for, and we settled on iOS devices.
- Getting everyone organised to use Figma, and helping to find a template the application could use.
- We made plans to at least get started on a draft of the app on Figma by defining what features will be present on all of the screens, so consistency can be maintained regardless of who is working on the draft.