## Attendees (4):

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## Objective: (past tense)

In this meeting we covered the concepts for our upcoming brainstorming session. We went over what the group has covered since our previous meeting, being our team contract.

## Agenda:

- Go over anything since last meeting
- Go over brainstorming assignment
- Any questions

## **Information Covered:**

- Brainstorm on Miro add TA to miro
- Use figma for wireframing
  - Include in miro or brainstorming section of repo
- Brainstorming is meant for lots of ideas
  - o Its ok if 99/100 ideas are bad
  - Think deeply for problem statement
- During brainstorming meeting -
  - Spend 20-30 minutes reviewing upcoming assignments
  - Keep everyone on the same page
- Brainstorming doesn't need to be final idea
  - What it does
  - Who it's for
  - Need concrete designs and good ideas
  - Get user stories right
  - Graded for completion not necessarily on correctness
  - Focus on long term ramifications
  - Good rough roadmaps
- Cover basics of application on miro board (what functionalities we want, what the app should look like, user persona, & user stories should also be covered)
- Should spend time going through our future assignments so we can establish who is going to do what
  - ESTABLISH ROLES EARLY; ESTABLISH THEM AT BRAINSTORMING MEETING
- We need to think about the problem statement in enough depth to figure out what we want to do to answer this problem statement
- Long term ramifications of this assignment are HUGE -- doing this right the first time will save a lot of time

- On miro board include:
  - Research about bullet journals on there
  - Task delegation
  - Possible fonts, color schemes, etc. (put multiple decision points for features)
  - Flowcharts ? (mapping out functionality through flowcharts)
  - Roadmap
  - User stories (look at user stories to frame what features we want to include)
  - ~2-3 personas
- We need to be clear in what our app does, who it's for, and why we have certain features