

| 7th Meeting Work Plan | |
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| **Meeting Date** | 12/11/2024 |
| **Time** | 20:15 |
| **Degree** | Master's in Telecommunications and Computer Engineering (METI) |
| **Year** | 2nd Year |
| **Curricular Unit** | Gestão de Projetos de Tecnologias de Informação (GPTI) |

**Work Plan/Activities**

1. Introduction and inclusion of topics under ‘Other subjects’ (5').
2. Discuss Presentation Structure and Key Points (15’).
   1. Outline the presentation structure, assign sections to each team member, and identify key points to highlight (e.g., objectives, gameplay, audience engagement).
3. Finalize the Game Concept (20’).
   1. Discuss and confirm the game mechanics, objectives, and rewards system. Ensure the concept aligns with the project’s educational goals and target audience. Review any feedback on game features from previous discussions.
4. Design Mockup and Visual Elements for the Game (20’).
   1. Develop and review visual elements for the game's mockup, focusing on user interface (UI) and user experience (UX). Identify any additional assets or design needs.
5. Assign Roles for Finalizing the Presentation (10’).
   1. Assign roles for each team member to complete their portion of the presentation and provide a brief checklist for slide completion.
6. Set Deadlines and Review Process (5’).
   1. Set a deadline for completing presentation materials.
7. Other subjects (10').
8. Conclusion (5'). [Scheduling the next meeting. Setting the agenda for the next meeting].