

# Customer meeting 07.10

Time: 17.00

Duration: 50 minutes

Participants: Markus, Maren, Morten, Øyvind, Stein Otto, Torstein, Peder, Magnus

Notes: Markus

## 1. Approval of agenda

- a. OK

## 2. What we have done until now.

- a. General progress

- i. tdt4290.blogspot.com
- ii. Updated website [www.crowdshelf.xyz](http://www.crowdshelf.xyz)

- b. Meetings:

- i. Retrospective meeting
- ii. Planning meeting:

[https://docs.google.com/document/d/1sXisEJIMKTxiAg1fnUmP6fXiGo\\_bfHYYKgHceQsdqm4c/](https://docs.google.com/document/d/1sXisEJIMKTxiAg1fnUmP6fXiGo_bfHYYKgHceQsdqm4c/)

- c. Design:

- i. Personas:

<https://drive.google.com/drive/folders/0Bw3Dv7m7JXyGWDI1TzdYWjl0SGM>

### 1. **Feedback:**

- a. Create personas for categories
- b. Karl-Henrik persona:
  - i. What kind of cellphone does he have
  - ii. Does he read books? Borrow them? What kind of books? etc.

- ii. Paper prototypes:

- 1. <https://drive.google.com/drive/folders/0BzPUwsbVThVeSTF2RW95U3ZjbGc>

### 2. **Feedback:**

- a. Magnus likes the current design.

- iii. Usability test of version 0.3:

d. Backend:

i. Movie:

1. **Feedback:** Liked the movie, both the introduction and the content.

e. iOS

f. Android.

i. Movie:

1. **Feedback:** Android movie for version 0.3, liked the explanation about what happened.

g. Action points:

Action point	Ansvarlig	Frist	Utført Y/N	Dato	Comments
Create personas	Torstein	-	Y	06.10	
Give Peder access to Mixpanel	Maren	07.10	Y	07.10	Username: <a href="mailto:crowdshelfmail@gmail.com">crowdshelfmail@gmail.com</a> Password: kundestyr
Publish videos, pictures, prototypes	Maren		Y/N		The videos are on the webpage, but the prototypes are only on drive
Publish iOS movie	Maren	07.10	Y	05.10	
Test features on firm					We have created a survey for this to see if it is at all relevant

### 3. What we plan to do next week

- a. Contact potential businesses
- b. Delegate tasks for implementing version 0.4

- c. Report: First draft due 12th October

#### 4. Feedback from the customer

- a. Look at the implementation of crowds as an own build-measure-learn cycle.
- b. Create small iterations, more expensive to redo a lot of work.
- c. What's the least viable product for the crowd functionality.
  - i. Join and leave crowds.
  - ii. Search for crowds/list all crowds
  - iii. Who owns a specific book in a crowds, a person or the crowd.
    - 1. Easiest solution, the person own the book
  - iv. Create the simple features first, postpone the difficult.
- d. Give feedback during the scanning of a book.
  - i. Is the barcode scanned?
  - ii. Can not the scanner find the ISBN number for the barcode.
  - iii. Cant the application find the book with the current ISBN number
  - iv. What goes wrong. Give feedback to the user where in the process the scanning fails.
- e. Scan for books in a library/book shop
  - i. What kind of books does Google Books contain?

#### 5. Questions from the group

- a. Feedback?
- b. How can we get other ideas?

#### 6. Other

- a. **Feedback from Magnus:**
  - i. Usability test
    - 1. As often as possible
      - a. Find out as much as possible
      - b. If you need to learn something, test it on a user.
    - 2. What do you need to learn?
  - ii. A/B-testing, not so relevant at this stage.
    - 1. Focus on figuring out one or two specific features/questions.  
What does work.
  - iii. The add book to shelf feature could have the option of choosing between adding book via scanner or search.

- iv. Follow design standards for platforms. Have the same features, but does not need to look completely the same on different platform. Use colors, icons etc. to create similarity between platforms.
  - 1. TIPS: The Ruter app for iOS, Android and Windows
    - a. Follows the design principles well for the different platforms.
- v. Use feedback in the UI, as animations and updating GUI. Only use pop ups for quick yes/no or confirm actions. Try to not take the focus away from the application and its features.