2016-06-23

Present: Project Manager
              Head of Engineering
              Ethan Marrs
              Nathan Begbie

Engineering

We need some guidance in terms of how we approach this from an architecture point of view.
Is it worth adopting a framework?
Concerns around rewrite vs hacking on to the project.

Don't want to rebuild learner side of things – but may have to, as we change the models.
To what extent do we break things?

How do we handle the MobileU/Oneplus repository split?

Smn and jonathan were the main people on Dig-it.

To what extent do we include Retro Rabbit?

Processes

What kind of commitment can we get from engineering in terms of
        Code reviews
        Meetings to discuss issues
        General oversight?
(Tie in with Dig-it PRs)

Misc

We need a copy of the database as it currently stands (we will anonymize the data)
Where is the documentation for pre-phase 3 digit (oneplus)
Can we get Ethan on the slack channel as limited member?

Goals

Introduce Ethan
Get 'everyone' up to date and on-board
Get commitment from engineering team and establish how we work together
Start conversation around how we architect our approach

Setup next meeting

Results

1) This project is a prototype
    a) It would be nice to be able to re-merge, but it's not a requirement
    b) We can merge the 2 codebases (Oneplus and MobileU)
    c) Present project as an example of how we
2) Engineering will not do code reviews
    a) Will play a role as 'consultants'
    b) We will schedule consulting meetings
3) Ethan's side of things
    a) Needs to do analysis of tools we are replacing and determine why they are used and feasibility of replacing functionality . . .

Questions for Lauren

Gamification
Brief description of how gamification works on the platform
Who decides/creates the badges?
Take us through creating a badge

Permissions
Describe the types of users on the platform
Admin
Learners
Course Managers
Course Mentors
Groups
Learners
Teachers
School Managers
System Administrators

Definitions
Basically created as a way to store documentation
Event Participant Relations
Mapping learner to event
Event Question Answers

¯_(ツ)_/¯ 500 serror

See the code

Event Question Relations

The name of the event , participant and question and whether they got it right/wrong

Events

You have the base functioning

And you have add-ons

Replace functionality

An event is essentially an exam or a test

You can assign content questions to an event (as many as you want)

You can say how many sittings you want to be completed in (single/multiple)

Single - if you miss the opportunity, it's gone

Multiple - every time you come on to the platform, there's an exam on the platform (see strategy doc)

Baseline assessment for every learner per grade - beginning and end of the year

When airtime is won - info@digit receives an email

You can give airtime or badge or points (or combo)

Golden Egg Reward Logs

Shows the golden eggs that are won

Golden Eggs

On or off - per golden egg

An award which is linked to a specific time-slot

E.g. 3rd day of the week, 2nd question that is published

Encourage users to log-in every day

Have an award attached to it

Learning Chapters

¯_(ツ)_/¯

Probably MobileU

Mathmls

Nothing in there

Question Options

All the options

SUMit!

Is super cool

Replaces the normal functioning of digit over a week

User logs in

Severely broken

Splash page - complete all questions

Start out with 3 easy questions

2 easy, 1 medium

. . . . until you get to three difficult

messages : "you are at the base camp . . ."

To win a summit you must get all 15 questions correct

Goes into that course and gets questions that no-one has done yet

'Something breaks'

You need additional content

SUMit! Levels

Pretty pictures

Metaphor for progress

Test Questions

Testing Question Difficulties

This is where points are awarded

Points

Leaderboards

Calculates points for leaderboards

Uses points to report to student on the progress for each module (on-track)

Course vs. class

A course is a curriculum

There are multiple classes that subscribe to a course

Teachers are linked to a class

Class needed for evaluation purposes

Scenario

Allocate reward to something that happens

Link scenario to event for gamification