Attendance

* James West
* Jeremy Hutchinson
* Abdullah Karim
* Mark Sullivan
* Ben Caras

Ideas Discussed

* Front-End Design
* DTI Technique and how it’s implemented.
* Some back-end calculations to make discussed

Talking Points

* Started by talking about the programming languages and stacks to use.
* Agreed that currently, we will be using Trello, GitHub, and Discord for management, but may change in the future according to if GitHub projects lets you do project management.
* Talking about the application idea:
  + Each page, minus the user page, will have the username at the top.
  + All user data will be stored onto a local database.
  + Have a user landing page where the user can pick a certain user(i.e. the child being tested).
    - The user landing page has an edit button in the top left to add, edit, and remove the users. It also has a sort function in the top-right to sort the list of users for faster access.
      * When the edit button is tapped it makes an empty circle appear next to each username so that multiple can be selected to be deleted
  + After picking a user, a key will be used to access that person. That key, once correctly entered, opens up the personalized page with game mode options.
  + The next page is personalized to the child being tested:
    - On the bottom, there are options to access the game in the bottom left, take statistics button in the bottom middle, and a setting button on the bottom right. The child’s username will be at the top.
    - For the games section:
      * Scrollable game modes represented through rectangles.
        + When clicking the matching section, the game starts.

The instruction will be represented at the top, telling them to click the shape. The shape(s) will appear in the middle of the screen. The shape will be filled with a random color, so they don’t make a distinction of the same color with the same shape.

If they click the correct shape, a screen will prompt them that they did a good job, and statistics will be recorded and represented.

\*This is still a rolling conversation and it is subject to how we want to implement gaming features\*