Practical Project - Iteration 1
Group Meeting Report

Notice of Meeting and Agenda

Sponsor:	Noor Alani	**Name of Group:**	Goku Black
Group Lead:	Brenden	**Note taker:**	Brenden
Attendees:	Noah, James, Brenden		
Absent:	None		
Please bring:	Laptop or phone		

Agenda items:

1. Complete stakeholder
2. Complete user persona
3. Test user persona

Minutes

Agenda Item 1:   Creating the stakeholder register   **Presenter:**   Brenden

Discussion:
We identified and created the stakeholder register based on the e-commerce website stakeholder requirements. We talked about potential stakeholders that would relate to this e-commerce website as our group. We started the meeting by identifying key people that will be involved.

Conclusions: Stakeholder register was finished. Different parts of the register were completed as key people were identified and the requirements were completed.

Action items	Person responsible
✓ Identify key people involved	Brenden, Noah, James
✓ Complete the stakeholder requirements	Brenden, Noah, James
✓ Identify power and interest	Brenden, Noah, James

Agenda Item 2:   Creating the persona.   **Presenter:**   Noah

Discussion:

We discussed about what the user personas were for the ecommerce website. We identified three personas and made user persona templates to keep a record of these personas. We fixed these personas to have different set problems to try and tend to all areas of an e-commerce website's problems.

Conclusions:

Three main personas were identified. These personas were created one for each member of our group.

Action items	Person responsible
Identifying key personas that are related to smart watches	Brenden, Noah, James
Identify problems which cover different areas	Brenden, Noah
Identifying struggles that the personas could realistically affect them	Brenden, Noah

Agenda Item 3:   Reviewing/testing the personas.   **Presenter:**   James

Discussion: We tested the personas to be as realistic as possible so we can relate to each person, while still creating a sense of difference in them. They all related back to smart watches, a common theme, so we can compare these personalities to how people would interact with smart watches and their internet. After iteration of some of the personas, including names and location, these personas became more believable as real people than just a name on a screen.

Conclusions:

These personas turned out successfully. Some fields were intentionally left the way they were to include people with a wide variety of circumstances that any normal person at their age could go through.

Action items	Person responsible
Making persona items relate to their area/region	Noah, James
Reviewing the different personas as if they were real	James
Matching the stakeholder register to the personas	Brenden, Noah, James

Other Information

Resources:

Discord

Date of next meeting:

Iteration 2 timeframe