

MEETING MINUTES

DATE: 2025-09-30 @ 11:00 AM EDT

LEAD: Nathan

SCRIBE: Anish

ATTENDEES (ROLE)

- Nathan (Lead)
- Anish (Scribe)
- Amish
- Zaki
- Fares
- Ivan (Partner, Android Developer)
- Marc (Partner, iOS Developer – Taler Systems)
- Brett (Partner, Founder – MyOralVillage / OIM)
- David (Partner, Director of Partnerships – MyOralVillage)

TASKS DONE

- Aligned on **backend scope**: no need for new backend connection. The app will rely on **Wallet Core** to interface directly with APIs.
- Established flow: UI will call preloaded data and present it as **graphical banknotes**, ensuring immediate responsiveness.
- Noted that **controllers already exist** for managing data loading; these will be reused rather than rebuilt.
- Confirmed **Google Meet** as the standard meeting platform for all future calls.

ISSUES & PROPOSED SOLUTIONS

- **Architecture & Transactions**
 - Issue: Ongoing uncertainty about backend structure, authentication methods, and how to handle multi-currency transactions.
 - Proposed: Raise questions with Ivan for backend clarity; rely on Wallet Core for transaction flow; document authentication and cross-currency logic.
- **User Understanding**
 - Issue: Designing for low-literacy and low-numeracy users remains complex, particularly around handling money and transactions.
 - Proposed: Prioritize intuitive **graphics-first interfaces** (banknote stacks, water-flow metaphors, icons). Audio support may be added later, but will not be the primary channel.

UI CHANGES

General UI

- OIM designed to scale to **an entire country's population**, so the focus is on **graphics, animation, and iconography**.
- Audio support may be implemented, but UI should remain usable with visuals alone.
- Mock training currency (like “kudos”) will be introduced during onboarding on a dedicated server.
- Repository already includes large note assets (e.g., **100M leones**) for future scenarios.

Sending Money

- iOS QR code feature is present but incomplete (quick prototype). Needs proper implementation and refinement.
- Users must be able to **abort at any point** and return to their balance view.
- **Banknote stacking system:**
 - Up to 4 notes displayed individually.
 - Adding a 5th note triggers **automatic stacking into a single note** with the total value.
 - Higher denominations appear on the **left**, lower denominations on the **right**.
 - Option for **compact mode** (stack shrinks) that can expand when tapped.
- **3D animation:** when notes combine, they rotate on the Z-axis and reappear as a new note.

Receiving Money

- Money must be **manually accepted or rejected** — no automatic acceptance.
- Abort option available for user control.
- Audio notification in local language planned, but main communication remains graphical to avoid dependency on audio.

Transaction History / Summary

- Default: shows the **last three transactions** only.
- Full history accessible via the **ledger icon**.
- Adopt **water-flow metaphor:**
 - Incoming money (“cash in”) visualized above the flow.
 - Outgoing money (“cash out”) below.
 - Sizes of lakes correspond to transaction amounts.
 - Use celestial symbols (stars, moon, dates) alongside numerals for intuitive guidance.
- Merge two existing prototype UI concepts to create a hybrid that is clear and easy to navigate.

Onboarding

- Extend overlays beyond OIM to the general interface, gradually teaching users the standard UI.
- Use mock “fun” currency in onboarding mode to let users practice safely before using real money.
- Make it clear mock currency is **not real money** — purely for training.

Marc’s Notes

- **Screen rotation:** while active, an overlay appears on the dialogue; overlay is removed once rotation ends.
- **Action button:** tapping triggers a dialogue which pulls data and displays it to the user.

TASKS TO DO

Task	Responsible(s)	Deadline
Review and debug code with Ivan and Marc	Team	Friday, Oct 3, 11:00 AM
Refine QR code flow and banknote stacking UI	Marc	TBD
Create and configure mock currency server (leones + training currency)	Team	TBD

DECISIONS

- Wallet Core + API integration only (backend integration out of scope).
- UI will emphasize **visual-first design** with optional audio support.
- Adopt **water-flow system** for transaction history with clear symbolic guidance.
- Onboarding will use overlays and a **mock training currency**.
- Google Meet will be used for all meetings.

NEXT MEETING(S)

- **Friday, Oct 3, 2025 @ 11:00 AM EDT**
 - Code review with Ivan and Marc
 - Refine QR code + banknote stacking UI

- Test mock currency onboarding