|  |  |
| --- | --- |
| **DATE:** | Friday, October 14, 2016 |
| **TIME:** | 3:30 PM |
| **LOCATION:** | 9/F, -1/F |

**MEETING MINUTES**

Minute-taker: Dixon Wong

**Call to Order**

* **Meeting to Discuss**
  + FYP Initial Report
* **Facilitator**
  + Dr. Li, Tak Sing
    - Leave at 3:40 PM
* **Team: Dot**
* **Attendee**
  + Dixon Wong, Tim Leung, Toni Tang
* **Absent**
  + N/A

**Approval of Previous Minutes**

* The project will be an android game
* Android Studio and Vuforia are the main development tools for the project

**Reports**

* Problem definition
  + HK community lacks entertainment
  + Mobile apps are criticized for badly affecting social life
* Project aim
  + A multiplayer mobile game, based on reality location, which can wide social circle
* Objectives
  + Widen social circle
  + Multiplayer online game
    - Bingo—requires communication between players
  + Attract players to explore society
    - Location-based mobile game
    - Location dominion
    - AR mini game on street
* Content
  + Team-based(3v3)
  + Treat real locations as targets to occupy
  + Play AR mini game as the occupation method
  + Count score by time
  + Bingo regarding the random locations
* Value
  + Spark players' interest to explore the city
  + Help players make friends in reality
* Role
  + Team Coordinator, Secretary: Dixon Wong
  + Database Expert: Tim Leung
  + AR Expert: Dixon Wong
  + GPS Expert: Toni Tang
  + System Analysis & Design: Dixon Wong, Tim Leung, Toni Tang
  + Programmer: Dixon Wong, Tim Leung, Toni Tang
  + Tester & Evaluator: Dixon Wong, Tim Leung, Toni Tang
* Draft Task List

**Next Meeting**  
Thursday, October 27, 2016

**Future Action**

* Submit Initial report
* Decide report structure and outline
* Complete task list and gantt chart
* Research on the problem
* Leisure and entertainment in HK(Toni)
* Relationship between smartphone and social activity(Dixon)
* Existing solution: Pokemon Go, Ingress, Wechat, Happn(Tim)
* Relationship between game and reward system(Dixon)
* Practice GPS, Apache HTTP server