|  |  |
| --- | --- |
| **DATE:** | Friday, November 17, 2016 |
| **TIME:** | 3:00 PM |
| **LOCATION:** | -1/F |

**MEETING MINUTES**

Minute-taker: Dixon Wong

**Call to Order**

* **Meeting to Discuss**
  + Design & Implementation, story of game
* **Facilitator**
  + N/A
* **Team: Dot**
* **Attendee**
  + Dixon Wong, Tim Leung, Toni Tang
* **Absent**
  + N/A

**Approval of Previous Minutes**

* Problem: lack of entertainment and social life
* Aim: A multiplayer mobile game, based on reality location, which can wide social circle
* 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
* 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

**Reports**

* Initial report is submitted
* GPS has been practiced: GNSS will not be concerned
* Apache server is created with a preliminary database of user information
* Android version: 4.1.2(API16)+
* Draft story:
  + New Age had come when an intern in a TSP accidentally contacted the aliens who have much advanced technology and complicated culture. They developed interplanetary channels to share information, resources and even population. However, there are 2 major kinds of view on the development of the entire universe which form 2 camps. A war was brewing that nobody can stay away from. The intense argument of supporting each party happens everywhere on the Earth. When the war finally happened near Solar System, some people on the Earth tried to support the allies by occupying the energy generator to form the channel but it requires the effort of every one of us.
* Occupation(mini-game):
  + Target: Generators
  + Bingo: Bridge
  + Task: Spot the satellites by smartphone camera

**Future Action**

* Prepare for presentation of Design & Implementation
* Select a place and decide the location of generators for evaluation
* Decide non-functional evaluation
* Start Coding the game