Monday 26th March 2018

# Attendees

Casey Huang

Thomas Kuehne

# Agenda

* Sort out project requirements
* What to write in the project proposal
* Sort out project goals and intention

# Notes

* Project goal is to help students manage their time better
* Should have some kind of idea to evaluate use of app – collect qualitative feedback with survey and/or questionnaires
* Create design of application and user interface
* Look into serious gaming, persuasive gaming and project management tools
* Invision – used to develop dummy app prototypes

# Next Meeting Agenda Items

* Discuss actions for Sprint 1