2ND TEAM MEETING

Date:	21 November 2025
Participants :	. Favour Gabriel-Oluwatobi .Nathan Kwenda .Chukwunedum Isu .Oluwajomiloju Fakolujo
Location	[Online] Microsoft Teams
Meeting Goals	. UI designs overview .Breakdown of app Requirements

Meeting Purpose

The purpose of this meeting was to review the design progress of the AI-driven English Learning application, with particular emphasis on the user interface (UI). The session aimed to ensure alignment among team members regarding the application's design direction and development requirements.

Attendance

All group members were in attendance.

Meeting Outcomes

During the meeting, the group reviewed the UI designs created on Figma by Nathan. These designs provided a clear visual overview of how the AI-driven English learning application is intended to function and appear. Additionally, the discussion clarified the expectations and responsibilities of both the frontend and backend development teams, supporting better coordination in the next stages of development.

Discussion Highlights

UI Design Evaluation

The team analysed the UI designs developed using Figma, which helped establish a shared understanding of the application's structure, navigation flow, and overall user

experience. This review enabled team members to clearly identify their individual and collaborative development tasks.

Codebase Architecture Decision

The group discussed whether to implement separate native mobile applications or to develop a single shared codebase for both mobile and web platforms. After considering development efficiency, maintainability, and cross-platform compatibility, the team agreed that a single codebase approach would be the most suitable solution.

Technology Stack Considerations

Based on the functional requirements of the English learning application, the team identified several backend technologies as appropriate. Programming languages such as Python, Java, and C# were considered for backend development due to their robustness and suitability for AI-driven features. Frontend requirements were also discussed to ensure seamless integration with backend services.

Database Selection

After evaluating potential database solutions, MySQL was selected as the preferred database management system. This decision was based on its reliability, scalability, and strong compatibility with the proposed backend technologies.

Conclusion

The meeting successfully aligned the team on the UI design direction, development architecture, and technology stack. These decisions provide a strong foundation for the continued development of the AI-driven English learning application and support efficient collaboration across the team.