**Meeting Date**

* W2: Sunday 27th September

**Participants**

* Dom
* Youshi
* Hazel
* Jet
* Shelby

**Agenda**

* Jet’s progress on frontend setup
* Novelty ideas review + selection
* Weekly diary check
* Go through storyboards
* Proposal plan

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| **Item** | **Notes** |
| Frontend setup | * There is a new channel on Discord for notes on installation and setup * Jet will put up explanation + links |
| Novelty Ideas | Youshi   * Cat idea, random number generators in background * [Cat Beats Professionals](https://www.forbes.com/sites/frederickallen/2013/01/15/cat-beats-professionals-at-stock-picking/#3559730e621a) , [Monkey Beats Market](https://www.forbes.com/sites/rickferri/2012/12/20/any-monkey-can-beat-the-market/#3e3666d7630a) * Won’t be difficult to implement, and definitely ‘novel’   Dom   * Compete against other people/groups * Agree on a certain period of time to compete * Players can’t see opponent’s moves * People can gamble into a pool of money * If you win, you get the pool * If you lose, no penalties * Gambling might be a problem, but can just have a prize instead   Jet   * Lottery/raffle, put in existing stocks as a ‘bet’ to win more stocks * More stocks you put in, more chance of winning   Shelby   * Guidance system, for people who are new to stocks, have floating windows or question marks that teach you what things mean * Hover over and it pops up mini window * Should be simple to implement, considering that CSS has popups * Is this considered novelty?   Hazel   * Users try to predict stock performance, and bet money * If they get it correct, they get money back + reward * If they get it wrong, they lose their bet money   **Summary:**   * Random investment * Gambling * Education   Need to check these ideas with tutor |
| Diary check | * Hazel and Shelby’s missing from the git |
| Storyboard check | Need to fix story numbers  Jet   * 2.1, 2.2 and 2.7 * Add main page of website that contains login button * Remove references to username   Youshi   * 2.5 and 2.6 * Change flow so it starts with stock details page   Dom   * 1.1 and 1.2 * Have arrows from clicked elements to the next page rather than between pages * Only need the pages without login * Clicking on stock in search options navigates to details page * Add stock ‘…’ to indicate ‘all’ stocks * Remove references to selecting date   Hazel   * 1.3 and 1.4 * Instead of single choice of date, allow choosing start and end dates to look between * Better error for not good enough password when registering * Page titles on storyboard * Arrow indicating logout takes you back to regular home page * Copy page from Jet’s storyboard about $1bn start money   Shelby   * 2.3 and 2.4 * Better weak password warning   Missing 2.8   * Shelby to do it |
| Proposal Plan | * Hazel: Background * Dom: Product backlog + Planned sprints -> Done * Shelby: Novel functionality -> Ongoing * Jet: Interface/Flow diagrams -> Ongoing * Youshi: System Architecture   [Proposal Link](https://docs.google.com/document/d/1ubaKJTazUwHFcwt6JsJmdmkdwXKjKx_IfxqQJpYGdSg/edit) |

**Action Items**

* Dom will email Rashid about our 3 main ideas, as well as if we need UML/ER diagrams
* Everyone needs to fix story numbers + add fixes based on meeting
* Shelby to complete 2.8
* Everyone sets up template/draft for their sections by 1st October
* Hazel and Shelby to upload their diaries to the git
* Jet to put links in #react and people to get familiar with frontend