

# Client Meeting 1 - Week 2

**Date** Wednesday, 7 August 2019

**Time** 1:30pm - 2.30pm

**Venue** Dome Cafe, Northbridge

## Attendees

Name	Init.	Organisation	Name	Init.	Organisation
Beining Chen 22384298	BC	Team 26	Scott Chester	SC	Fat Groper
Rupert Hu	RH	Team 26			
Thiren Naidoo	TN	Team 26			
Jordan Russell	JR	Team 26			
Lachlan Russell	LR	Team 26			
Serhash Srivastava	SS	Team 26			
Ben Smith	BS	Fat Groper			

## Apologies

## 1 Requirements

	Item	Action
1.1	BS defined 9 features of the app, and he will send the document to team members. (User profiles, hobbies to share, hobbies to find, matching, ratings, blocking, personal messaging, pair advertisements, payment gateway)	
1.2	Team 26 indicated that the feature set was too extensive for our scope and that we would not be able to implement messaging, advertisements or payment systems	
1.3	BS showed a web page he had involvement in prior to push people to download a completed app. This is something he would do for HobSwap in the future too	
1.4	One scope of work may be making profiles, adding hobbies, finding matches, viewing matches. But rather than the final step of clicking a profile to chat it reveals something like an email contact. This feature can easily point to a chat in future versions of the app. The scope will be refined by Team 26 and discussed further with Fat Groper	Team 26
1.5	It is acceptable that Team 26 will not complete all the features as part of the scope	

## 2 Confidentiality

	Item	Action
2.1	<b>Team 26</b> will not be signing any agreement without consulting the university and or lawyers	
2.2	<b>Team 26</b> understands the desire for <b>BS</b> and his business partner <b>SC</b> to protect themselves with such an agreement, but it may not be compatible with the open source license agreed upon between the <b>Fat Groper</b> and the <b>University</b> as part of their inclusion of this programme	
2.3	The marking of the project by the <b>University</b> requires a public Git, and <b>Team 26</b> are not open to making a private repository for an open source project	
2.4	The idea was raised to split this work from the HobSwap name and to create the project as an independent base for HobSwap to be later built on. This avoids people finding the code in the future while Googling 'HobSwap'. No decision was made in this regard. <b>Addendum JR:</b> As part of CC licensing attribution is required regardless, this was not explicitly stated during the meeting at this stage, but the code will be accessible by anyone using the completed HobSwap app should it continue with this code base	
2.5	<b>BS</b> raised an alternate project similar to HobSwap but focusing on fishing as an alternative project should we not be able to reach an agreement on HobSwap. <b>Team 26</b> was interested in hearing more but no decision or further action was taken	
2.6	Both parties ( <b>Team 26</b> and <b>BS</b> ) agreed to continue the meeting while not revealing anything that deemed sensitive information worth protecting	
2.7	<b>BS</b> will send through source files of the previous website once confidentiality is agreed upon	
2.8	<b>Team 26</b> will get back to <b>BS</b> after discussing the agreement with other parties <b>Team 26</b>	

## 3 Design - BS

	Item	Action
3.1	The app design should be simple and clean	
3.2	A 5 star rating system is visible on each user profile, this is calculated from user ratings.	
3.3	Previously an add friend system was in place, but this was removed for the ability to contact any user determined a match by the system	
3.4	Users can block anyone messaging them, this manages unsolicited messaging	
3.5	People travelling to new areas might have difficulty if they have to add people, without that system it makes it easier for conversations to happen	

3.6 Potential matches are ranked by their user rating

## 4 Design Feedback - Team 26

	Item	Action
4.1	<b>User Ratings</b>	
4.1.1	A visible ranking system will deter people who can see they have low ratings. No one wants to be told they are one star	
4.1.2	A visible ranking system will lead to 5 star users with most of the attention. Even if a 1 star user stays on the app, no one will want to match with them	
4.1.3	If users are ranked by rating why even have a visible ranking system? People generally expect apps to do the thinking for them, they shouldn't have to check ratings before matching someone. Why is a 1 star person even being shown to them by the app?	
4.1.4	Users can still be rated but this should be internal and not show <b>Addendum JR:</b> I'm not sure if this was mentioned but thumbs up thumbs down ratings are an alternate rating system in apps. We can discuss this during the next meeting in detail	JR
4.1.5	The logic to rank potential matches should take more information into account that just user rating. For example popular users with many pending matches should not be shown as much as newer users with few matches.	
4.2	<b>User Matching</b>	
4.2.1	Being able to message (or see private info in our scope) anyone opens the platform up to spam and privacy issues	
4.2.2	Being able to message anyone will make it difficult for popular users to maintain existing conversations	
4.2.3	The matching algorithm can take into account users who are moving to new locations then allow them to be highly ranked on people in that area's apps. If people are active on the app in this area these connections will happen quickly for the travelling person. There is no need to allow them to message anyone to solve this problem, and the same issues with overwhelming popular users would occur and travelers would be lost amongst the masses.	
4.2.4	It is sometimes better for a user to miss good matches than to receive poor matches	
4.3	BS is going to discuss this feedback with SC	BS

## 2 Question to Client

	Item	Action
2.1	These were asked mainly as user philosophy or high concept questions with no indication that features would be made part of the scope	
2.2	Q: Does the app focus on one-one-one interactions or group matching? A: Yes more like a one-one matching.	
2.3	Q: What features should be shown on the profile page? A: Name, location, rate and common hobbies.	
2.4	Q: How many users ideally should the app be designed for? A: There is no certain number. 20,000 after 5 years estimate. but better to be as large as possible.	
2.5	Q: Should the app encourage friendship or dating? A: People are free to act as they wish and cutting options would not attract new users.	
2.6	Q: Can people seek out people with the same hobbies as themselves A: This had not been considered, but yes no reason not to	
2.7	Q: What should people with no hobbies do in this app? A: Hobby is not compulsory, people can still make friends via this app. But it does present difficulties in how people are matched	
2.8	Q: How do we deal with users with only one star rating? A: Users with higher rating will be bumped up.	
2.9	Q: How to stop users with full star rating from staying on the top page all the time so that users who don't have a lot of experience will have a chance to make more friends? A: You can design a bump up option with payment requirements, refer to Gumtree.	
2.10	Q: What does the user see when they login A: When a user logs in on the original web app the homepage showed a header profile picture, hobbies he/she likes to share, matches near him/her. When moving to a mobile app the focus on matches would be more appropriate.	

## 3 Planning

	Item	Action
3.1	<b>SC</b> is available for a meeting on 15th August and <b>BS</b> requested a meeting on that date. <b>BS</b> will follow up with times	<b>BS</b>