Week 2 meeting 2 Notes

To do before Thursday

Daniel

Rough screen transition diagram – Something that shows what the app may look like when it is complete, that we can all use as a guide. Use the app logic flow chart as a rough guide for what screens and buttons may be needed. A diagram similar to this would be good http://www.student.kuleuven.be/~s0214771/Thesis/2%20Paper%20prototype/Paper%20prototype%201.0/Screen%20transitions%20diagrams/Screen%20transition%20diagram%20of%20dashboard.jpg

Jared & Sean

Program the game modes – Get a rough version of the personal question and trivia question modes. A rough pass the bomb has been completed.

Everyone

Come up with some questions for each game mode or any other ideas that will make the app better

Long term tasks

Sean

Database design – Design what tables will be needed for the database. Create an ER diagram for the database. Maintain the database

Programming – Implement each game mode on android studio and any ideas we come up with as a group.

Look into getting app to work across multiple phones.

Daniel

User interface design – Design what style and colour scheme the app could use. Design any custom buttons or logo's that the app may use. Come up with ideas for animations that the app could use.

Website – Design what the layout of the website will look like. Decide what information will be shown on the site.

Questions for each game mode

Jared

Database design – Design what tables will be needed for the database. Create an ER diagram for the database. Maintain the database

Programming – Implement each game mode on android studio and any ideas we come up with as a group.

Questions for each game mode