



Weekly Meeting 5

Friday, 05.02.2016

Attendees

Dan Eng
Rob Robson
Diana Alexander
Prannoy Tank
Suhn Kim
Wei Liu
Zeng Zhipeng
Alyssa Gomez
Hiren Sindhvad

Agenda

Demonstration of visualised UI design
The status of architecture design
Decide roles for the show-case

Notes

- Alyssa and Hiren demonstrated their work of visual UI design
 - In the Scene definition, when there is too much information contained in the screen we could use the Prezi technology which allows users a zoom-in that displays the details and a zoom-out that clears out
 - Features to add
 - Button to add customized attribute in the Character definition
 - 'Add new character' needs to be fixed at the top
 - Search bar
 - Suhm : a Scene with a decision making option needs to be indicated differently with a small symbol or text

Rob : These Scenes with a decision making option might need a box textually indicating where the decision leads.

However, the relationship between scenes really need to be in timeline because not every scene has connection with one another

 - Summary
 - needs to indicate what this story is about in a brief description
 - Writers also would like a complete form of the story they build
 - We can consult the idea of InkleWriter for Summary section
 - There will be multiple timelines in a story
 - All these timelines get to be realised through different media
 - We will start with 'text' form for the show-case
 - Request to the designers
 - Final design with colours
 - Logo design - Team name is needed prior to logo design
- Suggestions for later implementation
 - George: Version control function
 - Dan:
 - Fixed story format

Some stories e.g. Chinese mythology, Greek tragedy traditionally consists of certain structure. We could provide the fixed formats on which users build stories

- Collaborative story building
- Functions for people with learning disability

- Functions we can realistically aim to implement for the show-case

- Story management
- Scene definition
- Timeline
- Summary

- Screenshots to display during the show-case

- Login
- Character definition
- Scene definition
- Timeline
- Summary

Dan suggested making a criteria list that indicates reasons of the screen selection, ranks of each screenshot in terms of importance, design and etc.

- Architecture design

- Prannoy will complete designing class diagram using Visio by Wednesday
- Once the architecture design is done, implementation won't be too hard
- Database won't be used for the show-case demonstration
- Rob is going to look on the XML structure

- Roles for the show-case

- Presentation (Zhipeng, Diana)
- Q&A session (Prannoy, Wei)
- T-shirt idea was abandoned - we might be feeling less confident in a T-shirt when everyone else is in suit

Action Items

1. Screenshot criteria (Diana)
2. Logo design (Diana, Alyssa, Hiren)
3. Start show-case presentation material preparation (Diana)
4. Implementation of UI (Wei, Zhipeng)
5. Class diagram design, data structure design (Prannoy)
6. Investigate Impress.js (Prannoy)
7. Finalise UI design with colouring (Alyssa, Hiren)

Next Meeting Agenda Items

1. Report the status of UI implementation (Wei, Zhipeng)
2. Report the status of architecture design (Prannoy)
3. Report the status of presentation preparation (Diana)
4. Logo design, team name