



# Weekly Meeting 4

Friday, 26.01.2016

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## Attendees

Dan Eng  
Diana Alexander  
Prannoy Tank  
Suhn Kim  
Wei Liu  
Zeng Zhipeng

## Agenda

Major change in project process - Focus on the Capstone show-case

Requirements with Use Cases

UI Technology

## Notes

- Diana : The plan has changed - Until March 8th, we will be focusing on preparing a demo for the Capstone show-case presentation
  - The presentation will consist of
    - Program screen shots
    - Simple demonstration of the software
    - Demonstration of architecture
  - UI design team (Suhn, Wei, and Zhipeng) will work with George to create 4-5 screenshots showing the essence of our software

The meeting will be at 2p.m. on Monday (Feb, 1st)

a question arose; should 'Dialogue' belong to 'Character' or 'Scene'?
  - Who will be the presenter, Q&A session handler, and assisting with handouts and etc. need to be decided soon
  - Depending on what type of guest at the show-case, the preparation will be different - ask Meena
  - Although we will focusing on preparation of demo, the architecture design can be continued in parallel - Prannoy will start next week

- Zhipeng demonstrated the result of the UI technology investigation
  - 'Diagramo'
    - Draggable
    - Connectable between elements
  - Dan : this tool can be useful for presentation during the show-case because it shows your thinking process
  - 'Dragula' has limitation : grouping is possible but relationship between the elements will be lost
  - 'Angular JS2' : good technology but it's so new that there's not much documentation for reference

- At the show-case, we should be able to explain what makes our software special compared to other similar tools

Suhn explains the uniqueness of our software; We can take Inklewriter for comparison. Unlike Inklewriter which allows users to develop a story linearly, paragraph by paragraph, our software allows users multiple directions to build a story. They can begin with creating a character without a particular story-line. They can even start with a key

item (object) that will play an essential role for the story. Also, these stories are user-interactive, which result in multiple endings depending on the user's play. Managing multiple paths within a complex story with numerous characters and events can be chaotic. Our software interface will make it easier for the users.

- Dan : it's important to think about what to say when asked at the show-case, what we learned through this project
- Prannoy demonstrated Use Cases

## Action Items

1. UI Design (George, Suhn, Wei, Zhipeng)
2. Start architecture design (Prannoy)
3. Ask about show-case guests to Meena (Diana)
4. Consult with Rob regarding 'Dialogue' issue and technologies to use (Prannoy, Zhipeng)

## Next Meeting Agenda Items

1. Report the status of visual design (Suhn)
2. Report the status of architecture design (Prannoy)
3. Decide roles for the show-case
4. MVP (Rob)