

Friday 3rd, October 2014

Win-Win Negotiation Session #2 and Clients' prototype feedbacks

- Using Planning Poker the requirements were prioritized on Winbook
- The clients were shown the Prototypes prepared:

1.

- The static GUI template was shown.
- The clients approved the GUI with minor modification as listed below:
 - i) The progress bar provided in the profile section of the prototype => that we are including level mechanism in the system. Henceforth, the client asked to include this as a requirement for the system.
 - ii) The leaderboard should allow the user to view it categorically, either based on graduating year (class of 2016,2015) or schools(Marshall Business School or Viterbi Engineering School).
 - iii) The system will initially not have a section for News Feeds and Recent Events/Campaigns, so remove it from homepage.
 - iv) The Forum Page should have categories, but initially when the system is offline with not many users; categories need not be there. Apart from that the Forum page is good.
 - v) The profile page will not have section displaying Notification, instead that section needs to be replace and have the following fields:
 - User can write a status
 - Write a Summary
 - vii) There will an option to unlike the comment/post that is liked and un-dislike the post the is disliked.
 - viii) On the homepage, in profile section "notification button" will be removed.

2.

The prototype was rejected as the clients changes their requirements for the system.

New Requirements:

- Include a gift card system, to use the usable points
- create virtual gift cards initially
- For the dislike/like just count the number and subtract/add points respectively. Don't evaluate points for a post, give points directly.

Next Session:

- Evolve the Prototype, and include GUI for additional functionalities like the virtual store
- Propose the solution for the Dislike feature
- Decide and discuss the COTS/NDI with the clients