Formal Meeting 3 on 30th of October, 2018, 15:15-15:45

Participants: Paul Dempster (supervisor/client)
                Team 15 : Denis Stepanov, Melanie Cheong, Mingda Liu, Tianhao Li, Yiming Chen,
                Masrur Sobirov

Absentees: None

1. Introduction

- Introduction of first draft of UI prototype. Brief explanation of how all web pages work with each other.

2. Identifying if the climber finished the wall

- Bouldering is series of sessions. So, recording the date on which climb started and finished is better than having a timer, because the climb could take many days to finish and having a timer on those days is not comfortable.
- No need to control if someone really finished climbing the wall and comments which are not true.

3. Bouldering walls in Sports Center

- Bouldering is focused more on climbing a big boulder or rock with specific routes or approaches without ropes and the goal is not to climb higher. Thus, the bouldering walls in Sports Center are the ones which are on second floor and not the high main wall.

4. Prototype

- The home page Home.java could be a page with the most popular walls shown.
- Combine My.java and Profile.java because they have same roles.
- Rating and commenting a wall buttons should be placed in route information page.

5. Feedback

- Don't force the user to finish the wall first to give a feedback and rate it.
- Allow users to edit the comments.

6. Development

- It is easier and more flexible to develop on Android Studio.
- Developing a cross-platformed software can be very complicated.
- Better not to use paid services like databases.

7. Website

- Attribute all the copyrighted images down in the footer.

8. Tasks

- Develop the UI draft prototype to high-fidelity prototype.
- Set up the Linux database and server.