Formal Meeting 2 on the 23 October 2018 15:15-15:45

Participants: Paul Dempster (supervisor/client)
                 Team 15 : Denis Stepanov, Melanie Cheong, Mingda Liu, Tianhao Li, Yiming Chen,
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Absentees: None

1. Wall Problem

- The wall may be updated;
- The app better be an interface which can handle different walls;
- No need to hard code the wall;
- In our project, just focus on the small wall in the gym.

2. Use case

- The guest mode is over designed;
- Let anyone be able to leave comments, because the comment can be good or bad. The manager can delete the bad ones;
- No need for the 'log in' or 'registration' page to be first. We can grab the interest of the user by making him or she use the app first and get interrupted later to register to use some functions;
- 'Remember me' is not a use case but can be a non-functional requirement. The software should never log out if possible(or have a time limitation) unless user do that, so that user don't need to log in every time they use the application;
- Change priority 'start climbing' from 2 to 1;
- Change the technology to describe the use case;
- Keep the balance between the complex/detail(like angle, height or width and how to show them) of walls and the time consumed.

3. Website

- How to link to the supervisor? It's better not to use the third-part website, if use, then need to consider the privacy and the usability.

4. Next Steps

- Focus on the UI and prototype, as well as website construction.