Meeting lasted approx. 2 hours.

Attended by whole team

Minutes written by AM, typed up by BG and CN

Users

- Welfare
- Staff
- Students
- External
- Uni admin

Trading?

Spending Points *

- Buy a card within a certain pool
- Remove number of points from spendable (not total)
- Does not change leader board!!!

Marking

- Automated for multiple choice *

Leader Board

- Personal
- Teams
- College

News Feed / Notification

"What's happened since you were last online"

Study Notes

- Can be added to chat room
- Upload an image *
- Upload a document *
- Stored in a server *
  - Upload file to server
  - Return url

- o Link url to user
- Upvote system *
  - o Click a button *
  - o Number of votes visible
  - o Can only upvote once *
  - o On/off functionality
  - o Store number of upvotes *
    - ▪ Stored with item
  - o Document stored under user *
  - o Number of upvote stored under user *
  - o Send number to profile *
    - ▪ Convert upvotes to points *
- Comments

Rewards:

- Layering avatar and accessories

- Interactive?

Other stuff:

- Message boards for courses
- Study notes pages (earn awards for adding)
- Completing a wellbeing questionnaire everyday
- Support info
- Reward for completion

Planning meeting minis:

- Using python preferably - for Django
- Starting with a running program:

List of priorities: *

Tasks:

- User register* (student/staff selection)

- Staff code to add

- User login*

Profile:

- First name

- Surname

- Username (uni user name)*

- Nickname

- Password*

- Email*

- Points* (eg point per upvote, milestone for achievements)

- Avatar*

- Achievements

- Activity feeds

- Ranking/titles

- Course* (for appropriate quizzes/ forums)

- Direct messages

- Group messages

- Welfare quiz results*

- Streaks

Forum:

- Course chat room* (join honours go in both courses)

- Module chat room* (modules outside of course)

- Group chat (can be made by staff, students)

- Student/staff*

- Private + public*

- Notifications

· Welfare quiz:

o 1-10 score on each questions*

o Available in a database*

o Privacy

o Only welfare can see (generic) *

o Flag scores that*

o Allow selected staff members access to information

· Student selects who can see

· 2 types of quizzes (academic) :

o Individual quiz - points

o Team quiz (times)

· Geta. Key to draw cards

· Cards eg pass card for questions or result

· Live and timed

o Only staff can upload quizzes

o Question bank from academics

o Multiple choice*

o Complexity

· Loot system:

o Flip a card to get a random reward*

o Pass card (questions or to maintain streak)

o Boost (eg. 2x points)

o Steal points card

o Rewards*

· Customization

· Low chance money

o Shield card

o Police card

· Rarity system

· Common, uncommon, rare, legendary depending on random value

Rewards:

· Items/ customizations for avatar*

· Look into end of module prizes