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| **Date| Time| Venue** | 10th September 2017, 1400hrs – 1600hrs, SMU Labs – Meeting Room 1 |
| **Attendees** | Ben, Vera, Haqqim, Ahmad, Jack, Sebastian, Deborah |
| **Agenda** | 1. Consolidate Email Pointers 2. Firm up project requirements 3. Raise up concerns regarding UI/UX |
| **Notes** | * **Programming Language** – Python   Users will type Python codes to control the robot (have to code it out by themselves)  Not done real time   * **SPRING Singapore - Funding**   Action Point: Ben to get kits in the next 2 weeks  Action Point: Ben to confirm if he can fund software license   * **Tools**   Action Point: Team to create Trello/JIRA, invite Ben and start updating progress   * **Project Scope**   Core: Gamification of Python Learning   * **UI/UX Concerns**  1. Have API at the side to let users see what are the codes to move the robot 2. Syntax and Grammar Checks to guide users 3. Login Page to identify players and game providers  * Players need to login to book games (fixed timeslots) * Observers will remain as anonymous  1. Profile for user (Game Provider, Player) to see own statistics and competitor ranking 2. Let users rank games – have a section ‘New Games’ 3. Donations for New Games – incentivise game providers: Star ratings for new games is too harsh i.e. If players think that the games are good, they can pay, if not they don’t need to pay 4. Engaging 3rd party vendor to store customer payment details?   Action Point: Ben to follow up on wix updates   1. Concerns of different time zones and lights |
| **Done by** | Deborah, Vera |
| **Verified by** | Haqqim, Jack |