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| **Date| Time| Venue** | 27th December 2017, 1930hrs – 2100hrs, SMU SIS GSR 2.7 |
| **Attendees** | Ahmad, Deborah, Vera, Sebastian |
| **Agenda** | 1. WordPress Updates 2. Robot Updates 3. Scope & Functionalities 4. Action Points |
| **Notes** | **Progress Update**   1. **WordPress Updates**  * Focus on learning aspect instead of gamification * Change all wordings on the site from playing to something with a learning notation * Redirect from wordPress to the coding site - 'run the code' should show a countdown if it is not the user's booking timeslot yet. If not, it will redirect to the coding page  1. **Robot Updates**  * Explained to sponsor that we are currently working on making the robot connection public * Sponsor wants us to work on implementing the smart home technology from scratch for the remote control of the robot * Server – Explain the AWS and UStream lag, sponsor does not fully understand the limitations of free servers and accounts  1. **Scope & Functionalities**  * Game Provider Module – Admin Control – Team felt that only the WordPress Admin should have full control of uploading the games onto the site because the admin will have admin rights to customer database and should not be accessed by the game providers.   Thus, we proposed that the game providers submit a proposal (fill in a form on the site) to get the admin to upload their games.  By doing this, the admin can also control what is being uploaded, which will help maintain the quality of both the site’s reputation and games.  However, sponsor wants to allow the game providers free reign to upload games onto the web – where the games will be free for the public in a 1 month timeframe.   * Understanding the difference between technical terms of project scope and business rules   Explore how to bring the cmart home technology into the robot to control it remotely  **Action Points:**   1. Talk to Hx about smart homes and how it can bring over to our project |
| **Done by** | Vera Low |
| **Verified by** | Deborah Sim |