1. Acceptance focus on the learner functionalities over and above account and robotics module

2. Group the modules according to the users

3. Acceptance: Learners

Midterm: Single player

Finals: Multiplayer

4. Can change scope after acceptance, core functionalities are ambitious - make it more targeted

5. Anything with hardware considered as a technical complexity

6. Robot Construction - Setup of robot with camera

7. Value to Sponsor\* - product helped the sponsor get grants/investors (for finals)

8. X-factor for acceptance : Get Ben Li to target a specific age group -> Goal : Reach out to 50 uni students etc for UAT to make a better conclusion

9. Break up Core Modules - Highlight which are the ones we can complete by acceptance. Give a brief description for each of the points

10. Analytics Module, Secondary Function (Must-have) - generate data to show that users can learn better through this platform

11. Remove the coding hints and code editor

For Acceptance:

1. Login for users, profile management

2. Games page (1 game)

3. Remote Control (no robot management)

4. Can use Dexter Industries' Code Editor - Check the rights

5. Core Functionalities can be altered in the acceptance slides