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| **Date| Time| Venue** | 6th March 2018, 1330hrs – 1430hrs, SMU Lvl 4 Rm 4048 |
| **Attendees** | Haqqim, Ahmad, Vera, Deborah, Jack, Hwee Xian, Sebastian |
| **Agenda** | 1. Midterms Review |
| **Notes** | * **Midterms Review** * Include storyline in wiki * Add in risk management - sponsor doesnt find users for us * MQTT - Error message to be shown on the user's end - show the MQTT in diagram form, and highlight why we use MQTT * Security - host your own broker, not anyone can access it - installing our own library * Find a way to retrieve IP Address of the user who gets the link * How to limit the number of people accessing the link within a timeslot * Alternative for multiplayer games, can borrow raspberry pi and sensor * Performance testing, we need more internal testing, stress testing using virtual proxy * To make it more "learning"-like, can give coding hints and use error messages to troubleshoot * wiki has to be kept updated * bug and task metrics need to be kept consistent * meeting minutes has to be detailed as well, action taken by who etc * for the lack of users, may want to engage public, promotion (free booking etc) * storyline for demo on wiki * security, why issit important then justify it * using public now, need to host our own one to be more secured * performance / stress testing * can we lock the IP address? to prevent more than 1 user in controlling the robot * each game is tied to 1 robot * focus on error throwback + security first * HTTPS * standup meeting, weekly meeting, velocity graph, use certain methodology, include in wiki too for SCRUM framework * **Others**   Need to prioritize what you want to focus on for Finals  Work on getting real users to use your platform – social media etc |
| **Done by** | Deborah |
| **Verified by** |  |