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| **Date| Time| Venue** | 13th March 2018, 1250hrs – 1330hrs, SMU SIS Lvl 4 Rm 4048 |
| **Attendees** | Jack, Ahmad, Sebastian, Deborah, Vera, Hwee Xian, Haqqim |
| **Agenda** | 1. Backend Updates 2. WordPress Updates |
| **Notes** | * **Backend Updates**   Completed: UI and prevented the game server page will not refresh anymore every time user clicks submit button – more dynamic  Next task: Coding hints – based on the level of difficulty they select, it determines the different number of coding hints. Idea is more towards a static set of hints  Suggestion: Beginner and Intermediate levels – give more explanation for the error message but for expert level, just provide the exact error message to them  Issue: time.sleep(1) – need to provide explanation for why this is required  Any possibility to provide a feedback for them – eg) you have incurred xxx number of errors throughout the game – Need to come up with some kind of scoring mechanism since we are pitching the project as a learning platform  Suggestion: Just give some feedback on time/ number of errors per hour – then say that these methods will be   * **WordPress Update**   Enabled the multiple booking slots and need to reconfigure the payment   * Need to test more vigorously * **Others**   Deployment must be smooth  If we are pitching the idea as a learning platform, need to focus on the hints  X-factor needs to be important – Need ample time to get real user  UAT4 – Get about 10 people to test out the hints on the game server (can do offline also)  Action Points – 1st April 2018 Meeting with Bli (Debs to arrange) |
| **Done by** | Deborah |
| **Verified by** |  |