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| **Date| Time| Venue** | 20th December 2017, 1700hrs – 1800hrs, SMU MR 4-5 |
| **Attendees** | Haqqim, Ahmad, Sebastian, Deborah, Hwee Xian |
| **Agenda** | 1. Admin Matters 2. WordPress Update |
| **Notes** | * **Admin Matters**   Regular Timeslot: Wednesday, 1400-1500hrs  Whole team to be present unless valid reasons  Schedule a dry run before the rest of the presentations  Role of a reviewer: Grading of midterms (10% each - Paul and Youngki) and part of finals (15% - Paul, 60% - HX)   * **WordPress Update**   Run through the latest project scope   * Finance Module: Wallet function * **Others**   Prioritise some of the tasks – all focus on the core functionalities before splitting up  Accept multiple booking slots for the games in one-time payment  How to generate the receipt pin – Hash credit card and timestamp?  Authentication 5 minutes before the game – what is going to be shown as an error message  Send a reminder to player that their game slot is coming up  What is the purpose of the authentication pin? – Generate pin and save in database, retrieve the pin and authenticate  Robot and Laptop currently connected on private IP – need SIM card in either machine  Action Points:   1. Email Ben Finals and invite them 2. Send calendar invite to HX 3. Test out the payment success – create account to test? 4. Create Architecture Diagram – for discussion the next meeting 5. Systems Architecture 6. Workflow Diagram 7. For multiplayer game, can consider 2 single player games but competing 8. By end on winter, complete the whole flow of creating account, create booking and play game before splitting up to different roles – one-time payment and integration 9. Create test cases for the flow – validations and corner cases (Debs & Sebs) 10. Need to connect laptop and robot over public IP   Goal for Midterms: Complete flow discussed and then add on separated parts |
| **Done by** | Deborah |
| **Verified by** |  |