# **Meeting 23/03/2016**

**Agenda:**

· Main Tasks and how we can split it up

**Next Meeting for 29th 1pm**

· Jahidul: Explain Firebase

· Discuss firebase database architecture

· Discuss design/wireframing

· Discuss/split tasks

## **Outcome**

**Tasks:**

· Define Screen in detail with descriptions (MVP, Additional Features) [Geoff sketches, DD in InVision/Tool]

· Development

o First github commit/structure/layout - [Jahidul, Geoff]

o Firebase setup for game cordinary – basic connection (L) [Jahidul, Geoff]

o Firebase database architecture/structure [Jahidul/Team]

§ Store the images separately (with ID) – in the game we only use the ID’s - under the ID tag there will be the ID

· Content

o Images for Art/Backgrounds (e.g. Lobby) etc. / Setup of Cloudinary.com [DM]

**Later Tasks:**

· Interaction

· [Tentative] Web Masterpiece github: Check at the code to validate if you can learn/use something from them

**Vacation**

· Geoff: April 4 to 9th gone

· Jahidul: April 18th to 20th gone

· DD: March 26th back in Stockholm

· DM: March 29th back in Stockholm, gone from 4th to 12th but available to work