Client Meeting

**Beginning of App + Background with UCLA**

Originally working with UCLA computer science to develop a crowd source data collection app that was in the style of a Pokemon Go style game.

Trees were plotted with the help of phenologists who were working with the trees and it was hard to get people to go back to the trees once the user had found them. Trying to design an app that makes it easy for people to make observations about trees and other plants and could keep track of all the plants that people had visited.

It was hard to organize data and follow what was going on with all the aspects of the trees and plants.

Dr. Graham has icons that he designed himself like the stages for each attribute for all the plants. Originally had the problem of syncing the phone with the server manually and it was unreliable and people got frustrated with it, trying to avoid the frustration part and make an easy to use app.

Original app had “Floracaching” aspect which was basically a geocaching game with different difficulties – map, direction, and description which were easy, medium, and hard respectively. While playing this game players or users could earn badges and levels

National Phenologists want specific categories and dates for getting the needed data points.

**Technical/details**

User input should not be typing but clicking images and buttons. As far as the map, facilities has a tree map of campus. He thinks it would be cool to have it on Apple but it should be Android for sure.

He does not have a place to store data yet, need a database and backend. He will ask his department about a device to store it on. Wants some kind of SQL for database. Wants data for Biologists and Climate Scientists.

He wants it to be as “visually impressive” as we can get it. Push notifications to let players know about plants in their vicinity. CWU students should be able to get the app but could also be expanded to outside of central time and resources allowing.

He has a species list and for right now he wants to focus on trees since they will not disappear and are bigger and more visible. Graham seems iff on taking pictures, users can if they want.

This app can serve as CWU pride? He has the links but will let us know what they want as far as the phases for the plants that the scientists want.

**Game/How it will work**

For the game, people would have to revisit plants for different stages to capture that plant and get points. Gradually increase points as you get in range of plants and revisit them. The user will get points badges and levels. Wants a way for people to leave comments or their own mark on the plants they have visited.

Wants to implement mini games where you play at the tree to gain more points without actually doing data collection but will occupy people and will require skill and be vaguely interesting. Could be like a virtual forest where you have to care for it and collect points for it. Could have leaderboard for the app and comment sections.

There could be an issue with locating where people are, anywhere there are roofs and buildings where it will not show exactly where you are, biggest problem when he originally was building the first app.

There is an app on campus with some kind of virtual tour where we can pull from to keep people interested if need be.

He says that we can make his students play/test it.

Could have some kind of customizations like avatar to make the app and experience more personal – the more attached you will be.

**Wrapping Up**

Figure out some way to let him be able to do maintenance on it when we leave, like some kind of interface to be able to manipulate database and see documentation.

He has the original code for the first project he did with UCLA, he originally had a problem with database with different aspects and phases.

Graham has some experience with app building and mobile development and java.

After it is build we can take it to CWU for use and marketing.