# Meeting Minutes

**25th September 2017**

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**Goals for the next week:**

- Focus on week 10 stand-up requirements

  Present current group progress, discuss any issues, re-evaluate your plan and assign work for the next phase of the prototype. At this point, we would expect to results of (or clear plans to conduct) user testing.

**By Friday 29th:**

1. Paper prototype close to final designs + user testing nearly done. Sufficient data collected to start working on the electronic prototype.
2. Electronic prototype → starting off with the maze game

**Documentation to finish off:**

1. Scenarios
2. Update website workflow diagram
3. Update project's read.me file
4. Update process document
5. Add drive files to Github as that's where they'll be getting reviewed/marked

1. User testing for all 3 games based on that choose the game to prototype (maze game chosen)
2. 5 minimum teachers/students to meet with.
3. From that we gather further requirements for the electronic/final prototype
4. If we choose maze game → grades 4-5 is the target range
5. Check again what competitor e.g code.org does for grade 4-5.

**Electronic Prototype → Website:**

1. Maze game is out first focus as it will help to quickly convey what we're trying to achieve
2. Website should show interaction between the class display screen and the student computers.
3. 4-5 Students + teacher screen
4. Teacher is just displaying
5. 2 problems for now just to get an idea
6. Games can have rounds e.g. best of 3
7. Path to center goal is equal for all teams
8. For prototype focus on students playing by themselves and not in a group.
9. To think about: not letting players bump into walls.

**Student page:**

1. Should display the class screen or just displays the question? (to test)

**Teacher page:**

1. The actual game
2. Teams/players are assigned an id/number/colour which they use to identify themselves on the class screen.

## FEEDBACK

***Project: Credit***

*Good look at an interesting problem space and good to see you applying statistics to reinforce your problem domain. The solution you proposed is in some places really cool and in others just feels like regular homework for kids. The group stuff with class based prizes is a more atypical way to explore motivating kids to engage with the device and help learn code together rather than just giving them tasks to complete at home alone (which also isn't very social).*
*Your plan to achieve the project is a bit concerning. Only conducting paper prototyping in week 10-11 is far to late and you haven't set any time to look at more interactive digital prototypes.*

***Context: Credit***

*Your audience can be refined from all of primary school down to just a single year level for this prototype. We want you to be designing the experience not spend all your time making a lot of content for an experience that is mediocre. You have also very briefly explained the context of use. You should explore this more, eg what types of classrooms, during free time or a set activity etc.*

***Plan: Credit***

*Need to allocate roles and responsibilities. Don't have to designate someone to be the only person working on that, just the person who will coordinate that process the most.*