

## **Current group progress**

- Previous goals: planning activities and challenges (games - learning content), paper prototypes, start testing
- Start of electronic/interactive prototype
- Show paper prototypes, fluidUI
- Started testing low fidelity prototypes
- Meeting minutes and documentation - on the Google Drive and we only just realised in the past week that it should have been on Git so we've been carrying it over - most of the commits
- Splitting tasks - Preparing for the final thing, show doc - reevaluating plan

## **Assign work for next phase of the prototype**

- Finish user testing of low fidelity prototypes
- Continue developing electronic prototype
- User testing of electronic prototype
- Adding stuff from paper prototypes to the Electronic one
- Ongoing documentation, process
- Finer details - like names of games etc

## **Results of / clear plans for user testing**

- Consent forms
- Observations sheets

## **Questions for the tutor**

- Readme - how and what do we update etc
- Documentation for each standup - readme link?
- Are we meant to actually add tags to the github, in addition to just within the readme? How?
- Should we be doing something with the milestones on github?
- Website - Divy
- ZONE

## Feedback:

- Can disgruntled students give negative stuff on the big screen
- Interactive testing, in group testing
- Test a few different scenarios
  - Obscuring vision of teammates, and of computer screen
- Stand up folders - as long as they can find it, can say readme explain where things are
- Zone - We need to have an installation guide