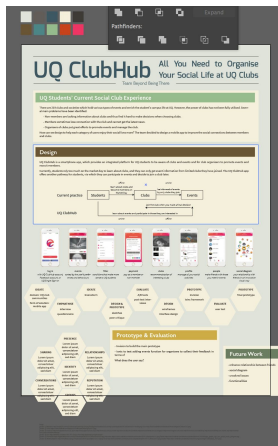


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# Nan

## What's done

1. Review all the details of the interface design
2. Change the team's plan based on the progress and changes to the concept (decide what to deliver at the showcase and which functionality to be demonstrated by which prototype)
3. Start to design the promotional materials, especially the poster. Plan to get a video, a poster, and a brochure. Have got a draft of the poster. Will present the similar content in the brochure in a more creative and free way.



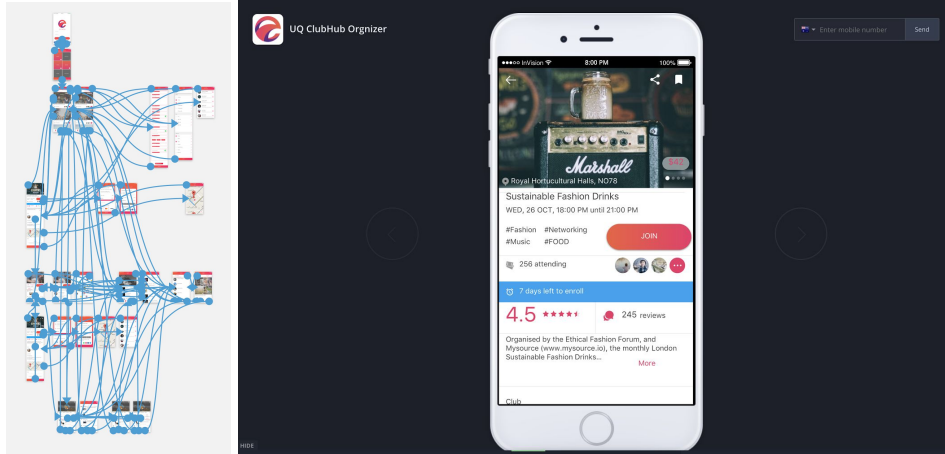
4. Create an agenda for the user test coming this Friday.

## Plan

1. Conduct user tests later this week, as planned.
2. Wrap up all materials, including prototypes, devices for demonstration, the poster, brochures, lollies, etc.

# Tony

What's done



1. Design two version of interactive prototypes by using Invision, which include general user's version and organizer's version.
2. Support teammates for Ionic club section.

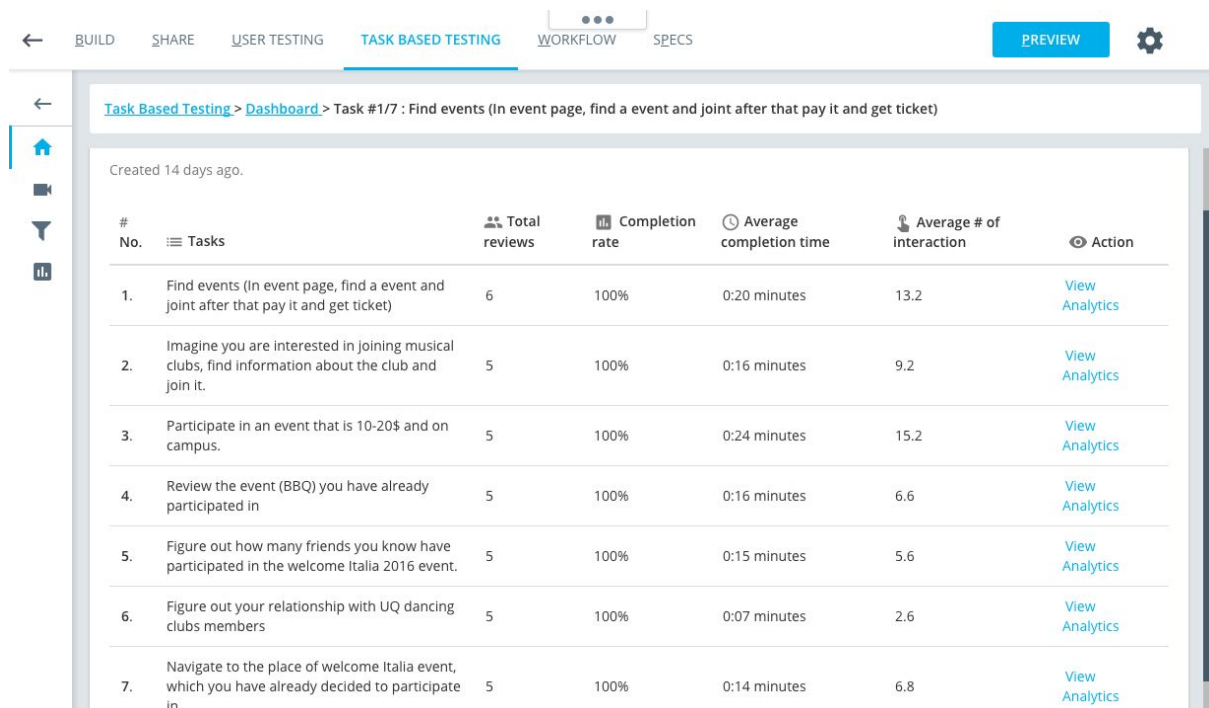
Plan

1. Conduct user test for interactive prototype.
2. Modified interactive prototype based on user's feedback of usability test.
3. Design promotion materials especially on video with teammates.

# Peter

## What's done

1. Based on the user test findings, I have modified the prototype in sketch.



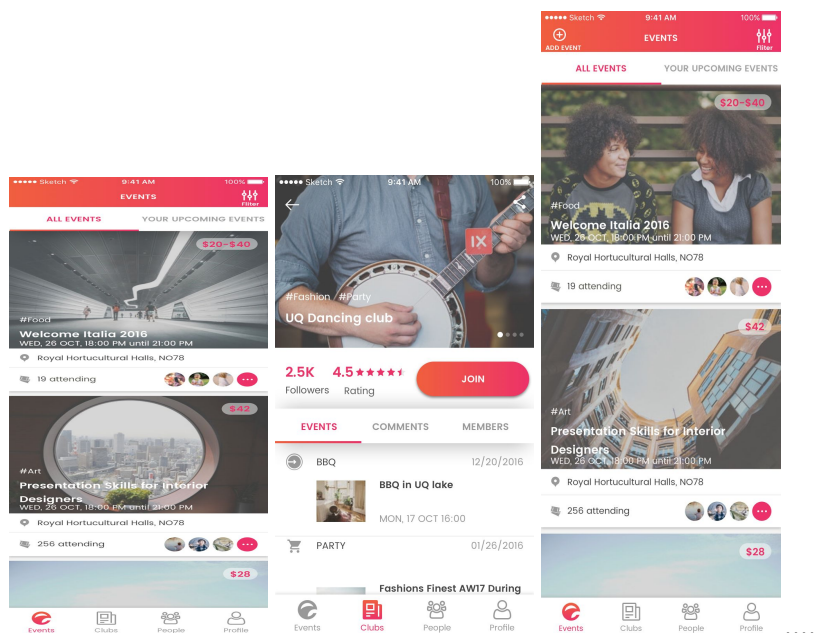
← BUILD SHARE USER TESTING TASK BASED TESTING WORKFLOW SPECS PREVIEW ⚙️

Task Based Testing > Dashboard > Task #1/7 : Find events (In event page, find a event and joint after that pay it and get ticket)

Created 14 days ago.

# No.	Tasks	Total reviews	Completion rate	Average completion time	Average # of interaction	Action
1.	Find events (In event page, find a event and joint after that pay it and get ticket)	6	100%	0:20 minutes	13.2	<a href="#">View Analytics</a>
2.	Imagine you are interested in joining musical clubs, find information about the club and join it.	5	100%	0:16 minutes	9.2	<a href="#">View Analytics</a>
3.	Participate in an event that is 10-20\$ and on campus.	5	100%	0:24 minutes	15.2	<a href="#">View Analytics</a>
4.	Review the event (BBQ) you have already participated in	5	100%	0:16 minutes	6.6	<a href="#">View Analytics</a>
5.	Figure out how many friends you know have participated in the welcome Italia 2016 event.	5	100%	0:15 minutes	5.6	<a href="#">View Analytics</a>
6.	Figure out your relationship with UQ dancing clubs members	5	100%	0:07 minutes	2.6	<a href="#">View Analytics</a>
7.	Navigate to the place of welcome Italia event, which you have already decided to participate in.	5	100%	0:14 minutes	6.8	<a href="#">View Analytics</a>

2. I also finished the hi-fi prototype in sketch almost 25 pages



3. I used the framer(A useful javascript tool) to design our app's main feature - social network diagram.

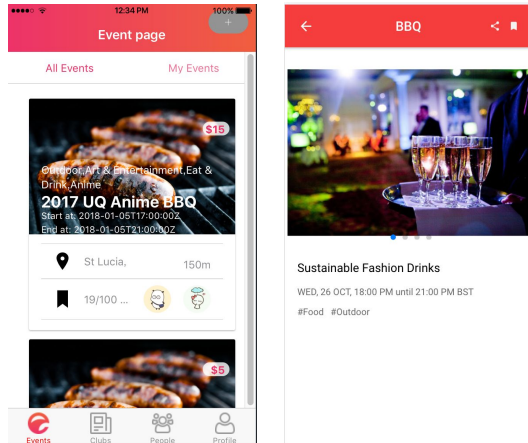


## Plan

1. Conduct user test for interactive prototype.
2. Modified interactive prototype based on user's feedback of usability test.
3. Design promotion materials especially on video with teammates.

# Danson

## What's done



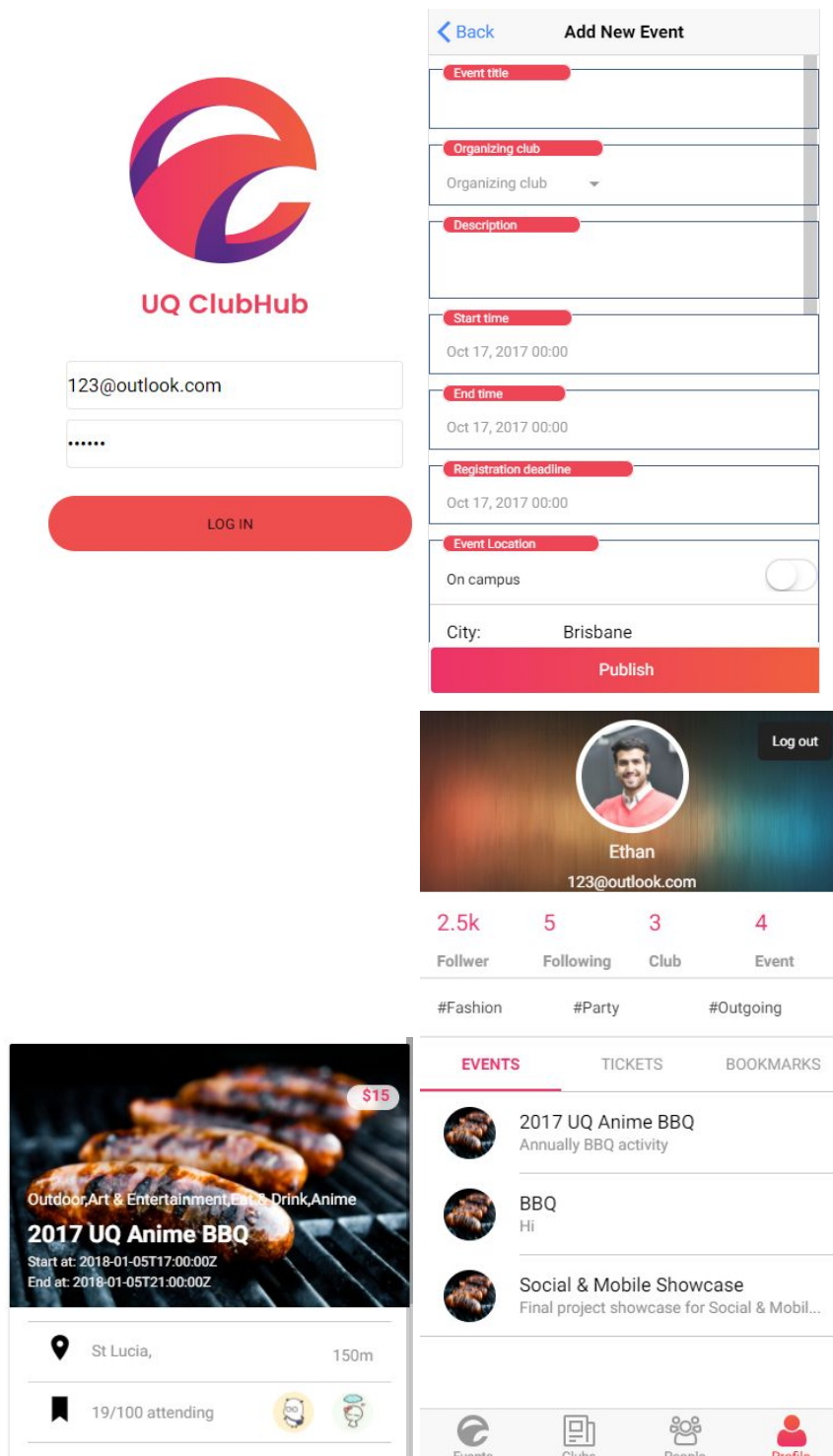
1. Finish the event list page and the event detail
2. Deploy the app to real mobile device from the ionic serve

## Plan

1. Try to fix the bug, because in the mobile end, our app cannot login with the facebook account in the ionic view. But, it works in the computer and ionic serve.
2. To complete other pages basic detail. And fix other bugs.

Yifan lu

What's done :



1. Implemented the functionality of creating new events
2. Fixed part of the UI of the App

### 3. Adjust the Entry page

Plan:

1. Adapting event data into event detail page
2. Change facebook login into email account logged in
3. Commencing another round of user test and made adjustment according to the feedback.