Meeting Minutes							
Topic	Review of progress and re-evaluate future plan						
Attendees	Jemin, Adrian (order of arrival)						
Location	General Purpose South (78-217)			Written by	Jemin & Adrian		
Date	08/10/17	Start	14:00	End	15:00		

Discussion

1. Issues

- A. Development
 - a. Digital Prototype(final product)
 - Can we use prototyping tools for the final product?
- B. Documentation
 - a. Promotional Material
 - kickstarter style video, website to house the prototype and promotional material, and brochures/information sheets about the idea
 - Do we have to create all of them? Or can we choose some of them as promotional materials?
 - Team can choose some of them
 - b. Update previous documents which didn't upload to Github
 - Supporting documents for design process & development
 - Week 8 Stand-up
 - c. Update the project schedule in README.md
- C. Common
 - a. New team formation
 - Development
 - Ga Sheng (Leader), Chenwu, Stanley
 - Cover all about development (from design to test)
 - Deliverables
 - a. Digital prototype
 - b. Website to house the prototype and promotional material
 - Documentation
 - Jemin (Leader), Adrian
 - Cover whole document during the project
 - Ask development team to write documents such as design output
 - Deliverables
 - a. Progress documents for each stand-up session
 - b. Conference poster, Kickstarter style video and Brochure
 - b. New meeting plan
 - Wednesday on workshop session
 - Time: 16:00 ~ 18:00
 - Place: Advanced Engineering Building (49-316)
 - Date: 04/10, 11/10, 18/10
 - Sunday
 - Time: 14:00 ~ 17:00
 - Place: General Purpose South (78-217)
 - Date: 01/10, 08/10, 15/10, 22/10

2. Future Plan

A. Development

Timeline	Activities	
Development for low-fidelity prototypes.	Development of paper prototypes. (UI Layout)	
(Paper prototypes) (Week 8 to Week 10)	Testing Approach design/User testing.	
	Summary and results of user testing.	
	Discuss any issues/changes and assign work for the next phase.	
Development for interactive prototype. (Electronic prototypes)	Development of interactive prototype. (Interaction flow/codes for key parts of idea)	
(Week 10 to Week 12)	Testing Approach design/User testing.	
	Summary and results of user testing.	
	Discuss any issues/changes and assign work for the next phase.	
Final prototype	Demonstration.	
(Week 13)	Upload URL of Github repository.	

B. Documentation

NO.	ACTIVITY	CATEGORY	START	FINISH
1	Progress Document	Stand up	-	03 OCT 17
2	Research	Iteration	-	04 OCT17
3	Requirements	Iteration	05 OCT 17	05 OCT 17
4	Progress Document	Stand-up	05 OCT 17	17 OCT 17
5	Design	Iteration	06 OCT 17	11 OCT17
6	Conference Poster	Showcase	16 OCT17	22 OCT17
7	Promotional Materials (Video and Brochure/Information sheet)	Showcase	16 OCT17	22 OCT17

3. Feedback

- A. Development
- B. Documentation
 - a. Questionnaire
 - Focus on target audiences (1.2)
 - Use clear terminologies/worlds and annotate questions when writing (1.5)
 - Make sure all the question in your questionnaires need to be useful for getting feedback and use to improve your product (2.2)
 - Change the way to ask question, ask about the functionality on our product, not just the page (3.1)
 - Not a good question for questionnaires (3.3)
 - This way for asking question will not get any useful feedback, too similar to a yes or no question (4.3)