



Group Meeting #16

 **Date:** 10 May 2025

 **Time:** 11:00 AM AET

 **Location:** FBE Project 3

Agenda:

1. Discuss pros and cons of the low fidelity design to develop high fidelity
2. Discuss on the prototype evaluation plan and how to refine prototype based on it (need to have it)
 - a. What to test
 - b. What to measure
 - c. How to measure
3. Figure out the innovation hypothesis for each features
 - a. This helps with evaluation. Testing the hypothesis
4. Next Steps & Action Items
 - a.

Meeting Minutes:

1. Open question:
 - a. How do we do interactive maps?
 - i. By recording video of map with contouring capability
 - b. What platform do we want to enable our apps on?
 - i. Mobile apps
 - ii. Web
 - c. What is the task that gives you experience?
 - i. Leaving review
 - ii. Explore region
 - iii. Check in at a location/ point of interest
 - d. What is the reward?
 - i. Recognition-based
 1. Verified badge
 2. Leaderboard
 - ii. Monetary-based
 1. Gift card
 2. Discount coupons

- e. How do we gain reward (monetary-based reward) (least favorable)
 - i. Promoting business using ads?
 - ii. Collaboration with business?
 - iii. Free or premium tier?
- 2. How to improve the low-fidelity design to present on Monday?
 - a. Use Kevin's design but add gamified element to it (total 3 subfeature: recommended location and distance, cultural fit, and price trend)
 - b. Add separate page for leaderboard (Daniel)
 - c. Add separate page for dashboard (the landing page) but not as a subfeature (Q)
 - i. Dropdown of features to select
 - d. Add separate page for price trend
 - e. Every page at the lower part need scroll bar
 - f. A popup window for review in subfeature 1
- 3. Gamified system:
 - a. Feature 1 (Housing)
 - i. Pros
 - 1. The map is nice
 - 2. We have level and XP and guide on how to
 - ii. Cons
 - 1. We need overlay the heatmap contour
- 4. Informational system
 - a. Feature 1 (Housing)
 - i. Pros
 - 1. Relative distance from pinpoint
 - 2. Color scheme used to portray the scores
 - ii. Cons
 - 1. Need to make it interactive
- 5. Transactional system
 - a. Feature 1 (Housing)
 - i. Pros
 - 1. Just the aesthetic
 - 2. Allow free and premium plan, but will not follow through
 - ii. Cons
 - 1. But in web view, not mobile apps