




Group Meeting #14

 **Date:** 2 May 2025

 **Time:** 3:30 PM AET

 **Location:** Old Engineering Building

 **Agenda:**

1. **Finalize the feature selection (3 features)**
2. **Discuss on the deliverables of low fidelity and high fidelity prototypes**
3. **Next Steps & Action Items**
 - a.

 **Meeting Minutes:**

1. Feature
 - a. Advanced visual tool
 - i. Price trend
 - ii. Heatmaps
 1. Distance
 2. Safety score
 3. Cultural fit score
 - b. Smart study group tool
 - i. Study space (public study space)
 - ii. Study mate (forming study group with same course/filters with criteria)
 - c. Smart study planner
 - i. Study roadmaps (select the major/degree then select what want to do)
(can be implemented by set of questions or scrollbars)
 - ii. Rate my course (like ratemyprof)
2. Discuss on the deliverables of low fidelity and high fidelity prototypes
 - a. Low fidelity deliverables
 - i. List the 10 systems, select top 3 systems then select the informational gamified system
 - ii. Each system need system architecture, pros and cons, and quick UI sketch design (can be paper prototype, crazy 8s) and how the features implemented in the system
 1. Transactional (Daniel)
 2. Informational (Kevin)
 3. Gamified (Q)
 - iii. Since our final system is a combination of 2 systems, do we need to do final system deliverables?
 - b. High fidelity deliverables

- i. Final system architecture, their pros and cons and how the feature works in the system
 - ii. Interactive prototypes like clickable Figma
- 3. Open question list:
 - a. Does the game fall under a feature or system?
 - b. Can we combine 2 systems?
 - c. What is your opinion on our current setup?