

# MEETING REPORT

Team Name: **Worlds Around™** Date of Meeting: **13/04/2023**

Start Time: **10:30** End Time: **12:00** Meeting Location: **EPOKA CAMPUS**

Moderator: **Eva Veli** Recorder: **Emis Reka**

Other Members Present: **Eralba Korbi , Enri Shtjefni , Elvjo Fejzo, Arbin Bici , Marvin Hoxha , Terens Tare.**

Members Absent: **None**

## Topics Discussed:

1-Requirements of the project. Some examples for Functional Dependencies, User Interface Requirements , Learnability , Accessibility, Memorability, Capacity , Latency , Monitoring, User Characteristics etc.

2- Adding more features to the game.

3-Front-End Discussion

4-Back-End Discussion.

## Decisions Made:

- Work division for the requirements. Deadline is on Saturday 20:00.
- The newest feature added to the game is that each player can create up to three profiles. He/she can add the profiles also delete them if he/she want to.
- Arbin Bici and Terens Tare will organize an online meeting to discuss and start working with the code.

## Tasks Assigned:

- **Arbin Bici -> Code .**

**Elvjo Fejzo ->Purpose and Scope of this Specification; Product/Source Description ; Product Context.**

**Eralba Korbi -> User Characteristics ; Assumptions ; Constrains ; Dependencies.**

**Emis Reka -> Functional dependencies (table).**

**Enri Shtjefni -> User Interface Requirements .**

**Eva Veli -> Learnability; Accessibility ; Efficiency ; Memorability; Satisfaction;  
Capacity; Availability; Latency; Monitoring.**

**Marvin Hoxha->Maintenance ; Operations ; Standards Compliance ; Portability ;  
Security ; Protection ; Authorization and Authentication.**

**Terens Tare-> Project Overview ; Code,**

**-Enri Shtjefni will do the final documentation of the requirements after collecting  
all the works from the members and will push them to GitHub.**

**Time, Place, and Agenda for Next Meeting:**

**-Time : Wednesday 20/04/2023 10:45**

**-Place : Epoka Campus**

**-Agenda : Divide the work for the diagrams and finish push them to GitHub before  
Sunday.**