

# MEETING AGENDA

DATE: TUESDAY, MARCH 22, 2017

CHAIR: FELIX

PARTICIPANTS: ELIAS, FELIX, JOHAN, ZACK

## 1. OBJECTIVES (5 MIN). RESOLVE ANY ISSUES PREVENTING THE TEAM TO CONTINUE.

- **Short clear descriptions**

### OBJECTIVES

- **Decide on project details**
  - o **Target audience**
  - o **Basic functionality decisions**
- **Compare sketches of basic functionalities of the application and decide on final functionality choices**
- **Work on first iteration of RAD**

## 2. REPORTS (15 MIN) FROM PREVIOUS MEETING

- **Each group member reports outcome of assigned issues, see 4**

### REPORTS

- **Nothing to report, as we only decided upon sketching our vision of the application and its functionalities.**

## 3. DISCUSSION ITEMS (35 MIN)

- **Discuss issues from 1 and 2, possibly new or more general issues (very short notes and/or keywords)**

### DISCUSSION

#### PROJECT DETAILS

**The group discussed the main focus group and what the entry level of the application would be. Also, the sort of application finally got decided.**

**Goals for the application were chosen to make the application type choice easier and clearer.**

#### SKETCH COMPARISON

**The group wrote a comparison list of pros and cons regarding the different ideas the members had to come to the final decision.**

#### RAD

**The group made a list of the different functionalities that the application would need.**

## 4. OUTCOMES AND ASSIGNMENTS (5 MIN)

- Outcomes from 3). I.e. write down what's decided and why it was decided? Sync with other documentation (add terms to wordbook)
- From outcomes, 1), 2) and 3) (re)assign each group member issues to solve.

### OUTCOMES

#### PROJECT DETAILS

**Target audience** was decided to be students and individuals who have some form of technical knowledge, and who want to structure up their daily life. Functionality will also be extended for more advanced users in the form of more complex items and settings.

**Basic functionality goals:**

- Create some form of array of tasks to do.
- Give user the option to do tasks in a certain timeframe.
- (Gamification by giving the user some form of reward, through achievements or the like.)

Reasons for these decisions are that we want to make structuring and planning more entertaining for the certain individual. It is also important to give, to those who are in need of, some form of motivation/reward when it comes to getting things done, therefore the gamification aspect can be something useful to differentiate Caffeine Pill from other applications out there.

#### SCETCH COMPARISON

The comparison resulted in the choice of creating some form of todo-list application with the main goals kept in mind.

#### RAD

**Functionality-demands** where decided to some degree and noted, which can be found in RAD-document.

#### ASSIGNMENTS

**No assignments** have been made so far.

## 5. WRAP UP - WRITE DOWN UNRESOLVED ISSUES FOR NEXT MEETING.

- Time and location for next meeting

#### PLANNING

**Next meeting** to be held is scheduled to be on Friday the 24<sup>th</sup> of march, where the group will work on the RAD. More specifically, Functional Requirements, Non-functional requirements and Use Cases.

**First priority** is to grade the different Functional Requirements in a priority list.