**Group 1 Weekly Discussion 1.1**

**Meeting 1.1**

Date/Time/Venue: Saturday, 15/08/2020 7:30pm Zoom

Number of Hours Spent: 1 hour

Participants: Anastasia Patricks, Xian Hao Low, Richardson, Jia Zhi, Steven Rachman, Priya, Jeannie, Yufei, Ren Wei, Yuhan, Lee Junjie

**Task Completed:**

1. Brainstorming of ideas within subgroups
2. Presentation of brainstormed ideas from every subgroup
3. Narrow down ideas to 3 by voting
4. Split group into 3 to create a more concrete prototype / mockup for the ideas (discussed in meeting 1.2)

**Ideas developed by subgroups**

1. Online library - audio narration
2. NTULearn to adopt Duolingo style
3. Video/Photograph Content Creation/Monetization platform
4. Gamified 3D virtual classroom (like animal crossing)
5. Online shopping app - during air travel, display information upon arrival, order food/service/purchase duty-free
6. Whiteboard - an online collaborative annotation tool with version control feature

**Voted ideas**

1. Whiteboard
2. Gamified 3D Virtual Classroom
3. NTULearn to adopt Duolingo style

**Group 1 Weekly Discussion 1.2**

**Meeting 1.2**

Date/Time/Venue: Wednesday, 19/08/2020 1:30pm Zoom

Number of Hours Spent: 3 hours

Participants: Anastasia Patricks, Xian Hao Low, Richardson, Jia Zhi, Steven Rachman, Priya, Jeannie, Yufei, Ren Wei, Yuhan, Lee Junjie

**Task Completed:**

1. Presentation of the idea mockups from different subgroups
2. Discussion and feedback for each idea

**Ideas**

1. Whiteboard (Refer to: [Whiteboard](https://drive.google.com/file/d/133iTBgQkjXDCYSDTpj1hvCUCD3go70mX/view?usp=sharing))

* Finalised main features of the web app
* Created mockup layout designs
* Use case example for version control / checkpoints feature
* Researched libraries / frameworks to be used: Flask (web server), SocketIO (client-server communication), paper.js (drawing library)

1. Gamified 3D Virtual Classroom  
   (Refer to: [Gamified 3D Virtual Classroom](https://docs.google.com/presentation/d/1N3r2eQ30u5dR7eefSusHBKZlEu3p0f2JAbJyNL6FN6g/edit?usp=sharing))

* Created mock-ups/ moodboard for the 3D classroom environment
* Created presentation slides with description of features
* Discuss and develop features
* Consider softwares available (e.g. Unity)
* Consider issues we may face (e.g. Security, incorporation of features)

1. Question Probing Platform

* (Refer to: [Question Probing Platform](https://docs.google.com/presentation/d/1ck5y6M7IW1pBYmeLv967bK-R-B_ChskJv0V8BtZZKWA/edit#slide=id.p))
* Created a mockup layout for the platform
* Discussed possible features
* Developed a flowchart for the application