

Meeting called by: Peter Saffold

Facilitator: Jerry Liu

Notetaker: Ivana Jovasevic

Type of Meeting: Assignment 2 Planning

Attendees:

Absent: Shayne

Minutes

Agenda Item: Discuss System Diagrams

Presenter: Ivana

Discussion: Using MVC for class diagram

Conclusion: Models will be the core functionality of the system

Views will be the StoryBoard on XCode which connect to controller

Controllers will control the view and the functionality of the buttons

- Controllers will invoke functionality of the model (acts as a bridge between model and view)

Action Items: Ivana will finalize the class diagram in visio

Agenda Item: Emotions our game will recognize

Presenter: Jerry

Discussion: EMotions:

- Shocked
- Surprised
- Confused
- Tired
- Pain
- Excited
- Happy
- Angry
- Sad
- Jealous
- Worried
- Annoyed
- Bored
- Scared

Conclusion:

Action Items: Brainstorm additional ideas

Agenda Item: Example tutorial**Presenter:** Aaron**Discussion:** Wrote out example scenarios for app use**Conclusion:** Gameplay:

- 3 choices for each question
- If you select wrong choice, option gets greyed out and becomes unselectable
- Keeps greying out up until last one
- If only correct answer is left not greyed out question gets recycled and will get re-used
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Action Items	Person Responsible	Deadline
Create ~5 examples of typical usage scenarios	Aaron	

Agenda Item: Reward System**Presenter:** Peter**Discussion:** At each tier reward a badge to player for them to collect**Conclusion:****Action Items:** Decide which rewards would be most valuable to our users