

# Agenda

Thursday, November 7

## Agenda

- Get Approval
- Discuss different aspects of the app and how they provide a good solution to a problem that has not yet been tackled.
  - Group Structure
    - Is there an admin?
    - How do you join a group?
    - Is a group necessarily tied to a physical location or existing group of people?
  - Rating Algorithm
    - <http://gamedev.stackexchange.com/questions/3788/simplest-most-effective-way-to-rank-and-measure-player-skill-in-a-multi-player-e>
    - Elo
  - Submission Method
    - Texting
    - Website
    - Potentially a really simple mobile app
  - Username vs. Name
    - Maybe have privacy settings that let you use your real name in a small group of people, and a username outside of it
- Discuss who the target audience of the app is, and possibility on going global if it becomes popular.
  - Limited launch at first? Potentially just create groups for MIT living groups and MIT in general, see how it works in that environment
- I talked to some people at dinner on Wednesday, and they seemed pretty excited about the idea. - Sashko
- Discuss plan for MVP
  - should it include the texting feature
    - if not, what steps we will take to make adding a texting feature easy
  - should there be a video/picture feature

## Minutes

- responsive scalable web app that will allow for easy use on phone
- fix data model
  - teams and tournaments (too vague)
  - users should be explicitly placed in teams (too vague currently)
    - winners

- losers
  - guests (for users that want to sign up quickly)
  - phone numbers
  - usernames
- two people from different groups play a game we dont keep score
- All users belong to groups?
  - could cause problems with signing up
  - When is a group to be created
  - can users belong to different groups?
    - if so can they have the same username in both groups
    - make usernames unique throughout the system, not just groups
  - No duplicate groups
    - webmaster approval
    - integration through facebook?
      - linking could make people uneasy
- using usernames vs names
  - usernames could be shorter
  - names could be easier to remember
- text phone number confirmation
  - prevents user from signing up with bogus phone number
- creation of mvp
  - make sure it is expandable
- goals
  - should texting be in MVP?
    - only if we define it as a requirement
- limited launch?
  - makes sense
- design challenges
  - every time there is a confusion about something it is a design challenge
    - example: confusion about a concept
      - what were the pros and cons of each and how did we decide

## Decisions

- username, email, password
  - username will be the identifier
  - email for contacting users with updates or concerns
  - password for protection
  - can update account with phone numbers in the future
- no groups for MVP
  - confusing and vague
  - can't make first users members of a group so they aren't essential
- no emails for updates
  - not that much easier than using the website

- split users involved in games into losers and winners