Agenda 12/5/13

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Agenda

- What did we learn from our critique?
- How was our code critique?
- Discuss current ranking issues
 - Activity Bonus
 - o Zero-Sum
 - Point Injection
- Feature discussion
 - o Groups UI
 - Confirmation
 - Handicap
 - o If we have to choose between features, which ones are essential?
- Any ideas/general comments on code
- Any UI comments
- Rolling out/other final concerns
- Final Pages
 - FAQ
 - Contact Us
- Monday presentation questions

Meeting Notes

- Final Design Doc
 - Purpose and Goals Actionables good
 - o Design Challenges Good
 - Security Concerns improved
 - Rules moved appropriately
- Code Critique
 - Good Job
 - Ours isnt too helpful
 - keeping Game_winners and Game_losers
 - but winners and winner usernames can get out of sync
- Features
 - Confirmations
 - number of games in confirm is pending+confirm
 - confirm games should be at top, followed by pending
 - opposite of confirm
 - Groups

- error handling to adding groups
- o Game Feed doesnt work on heroku
- o Today vs last 24 hours
- o why change the game feed ui
 - space efficient
 - less business-like,more fun
- o is this enough, choosing features
 - twilio unecessary
 - can have an alpha branch
 - group features
 - admin
 - confirmation
 - friends
 - to keep global