

# Team Meeting

08 MARCH 2025 / 09:00 PM / ONLINE

## Attendees

Kevin, Orlando, David

## Agenda

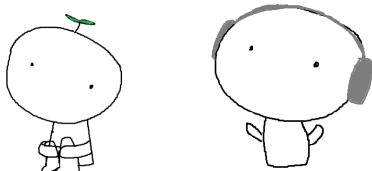
**Figma Design:** [Link to figma](#) (Note, the design is still basic as we were not able to come up with a theme)

1. Components
  - Clock, Music, Timer, QR Code, Login, Connected devices display, Background picker (?)
2. If the mouse stops moving, all the components/features will disappear (a bit like YT fullscreen)
  - User can optionally “lock” a component so it permanently stays on screen

## Brainstorm Theme

1. Smiski inspired 2D drawing as a mascot for the website
2. Skrrbl.io style for overall design of the website
3. PROBLEM: Background image, how do we animate the progression aspect?
  - o We thought about the little character studying on a table and then the whole screen gets filled with paper stacks as the time goes on (Technical Blocker, how do we do that?)

Possible Designs for a character:



## Action Items

Decide what to do next for the background

- Three.js? Orlando is down to do that and Kevin thinks it can be a good alternative for a dynamic background
  - Drawback for this approach would be that the learning curve is high, and how to implement the progressive aspect, research needs to be done
- Background blob that moves? [see here](#)
  - Simplest approach but clearly not as “interesting”
- Minimalistic design?
  - No idea on the actual implementation itself for the background

Three Js is the first choice for the moment

## Next Meeting Agenda

- Discuss UI design
- Discuss progress (If applicable)