Meeting Brief 19.03:

* After The members each voted and discussed their favourite parts of the paper prototypes, a discussion was held as to which features are in scope for the project, and which features align with the general aims and direction of the project. Any features the team felt wise to omit where brought up and their omission was thoroughly discussed and considered.
  + The general consensus centred around a more simplistic design for the MVP, with more extravagant features such as floating comments or a “space” theme being considered as extras should the Team have the time for their implementation.
  + The decided features were to be sent out for users to vote on using surveys and personal feedback via designs created for the MVP. The survey would be considered in the future, while direct feedback was being collected.
* The need to set Milestones was discussed, urging for a method of making them publicly viewable to the team members, while not getting too head of the current workflow. Milestones were agreed to consider a scope of a week at most, with few exceptions to this.
  + To enable a better means of setting Milestones, A definite MVP was set for Project Owners to get a better idea of the project’s timeframe and scope. It was base on Aprils design for the MVP, with feedback offered by the team.
  + Any cosmetic features, such as background animations or “floating” comments were seen as extras, only to be considered once the MVP had been finished.
* The final point of the day was the project official aims and decription, and how to tackle it. This prompted further investigation and research into various study areas, such as Human Computer Interaction, Social Media content and their age/target groups, etc. Any valuable studies would be shared among the group.
  + The project definition was decided to be placed on the GitHub.