# **REWARD PROCESSING APP**

# MEETING MINUTES 12/10/22,1:30-2:00 PM

1. **Client** – Professor Conor Houghton, Professor Ian Penton-Voak and, Ms Kimberly Beaumont
2. **Project Goals** 
   1. Create an app to host questionnaire and the Pacman game – preliminary rules and game scenarios outlined in web version of Ms Kimberly’s game.
   2. Current Pacman version hosted on Ms Kimberly’s GitHub (check MS team’s channel about this)
3. **Immediate project Goals**
   1. Understand existing Javascript code
   2. Research available API’s
   3. Explore different approaches to achieve the project objectives e.g., how do these apps usually get hosted, how to make them, what platform to use (for e.g. unity?)
   4. Documents above findings in a SLIDESHOW
4. **Stakeholders of the Project (as discussed on 12/10/22)**
   1. University of Bristol
   2. Professor Conor Houghton and assisting labs
   3. Ms Kimberly Beaumont
   4. Professor Ian Penton-Voak and assisting labs
   5. UoB department of Digital Health and Care
   6. Participants of questionnaire and surveys
   7. Team members and team mentor
   8. End users of product
5. **Consumer base** 
   1. Not identified as of now, however we plan to keep the app open for commercial use. Visit this point later and confirm
6. **License** 
   1. Need to confirm if client wants to go ahead with GNU Affero General Public License v3.0
   2. Shared details of license with client
   3. Client wishes to keep the license as permissive as possible

Visit this point later and confirm

1. **IP Rights**
   1. Flexible

Visit this point later and confirm

1. **Next Meetings**
   1. Confirmed meeting slot - Once every three weeks on Thursdays 3pm, starting from 3rd Nov 22
   2. Flexible meeting slots -Ideally once a week or as required
   3. Unavailable days

Professor Conor -Mondays

Ms Kimberly – Wednesday mornings