Meeting Goals

1. Milestone 4 (May 5th)
   1. Check if everyone can use it! (in student too)
2. TODOs:
   1. ~~Landing~~ Bryan
   2. Game -> Brady
   3. ~~Quest Book (kinda lists out what tasks you have)~~ Bryan
   4. Assign Quest (screen where parents can assign task) -> Brady, Mitchell
   5. Avatar (profile page for child) -> Michael
   6. Overview (can be considered the "home" page) -> Jordan
   7. Visual (statistics such as ~~heatmaps~~ Erick or calendar)
      1. Statistics (one for game, one for quests)
         1. Quests: highest streak, total money made, gifts received, highest reward, lowest reward, speedrun %
   8. Automation (self-explanatory, we will NEED to implement) -> Bryan
   9. Moderation (self-explanatory, we will NEED to implement) -> Michael
   10. Social (self-explanatory, we will NEED to implement) -> Erick
3. Talk about prototyping

Meeting Notes

1. Rough timeline:
   1. 4/29 - finish screens
   2. 5/2 – prototype (links) + 3-5 page justification report
      1. Explain the rationale for selecting particular features over others.
      2. Reference user feedback, usability concerns, and market trends.
      3. Describe how these choices reflect the needs of your target audience.
   3. Maybe that weekend can work on presentation slides
2. Debrief on Milestone 3
   1. Managing screentime for children
   2. User control based on child’s age
   3. Request for ratio of work/reward
   4. More than one kid; delegation + collaboration

TODOs

Figure out game style - Scroller game style (rpg)