Minutes of Meeting

Monday 11st July 2016

**Attendances:**

Libby Dowling  
Ali Babar

Yue Zhou

Min Zan

1. Time and Place

The meeting was hold in level 6 Wills Building, Room 636 2:00pm, 11/07/16.

1. Summary of Previous Meeting and Progress

During last meeting, the project group displayed the wireframe and simple demo of the game. The critical feedbacks for demonstration included two points. Firstly, one of the waste classification game needed some modification. Secondly, some rewards functions could be added into application, but it will be done in next stage of development.

1. Summary of this Meeting

At the beginning, Yue Zhou introduced the technology architecture of the project. Due to the requirements that the development should be swift and the application should be deployed in many different platforms, such as Android phone and Iphone, Html5 + Css3 + JavaScript is adopted as the implement technique. Min Zan introduced the visual and game design of the project. The overall features and style are good, while the first and last game are a bit similar. Hence, some modification should be done to improve this problem. More waste type icons could be added into last game. There is not a specific classification type for paper recycling, because this type is treated as general recycle waste in current project. The energy coin function could be planned in the next stage of project development.

1. Group Milestone

* Group have already finished visual design.
* Group have already finished technique architecture design.
* Group have already finished game design.
* Group have already started coding of the project.