Minutes of Meeting

Wednesday 22ed June 2016

**Attendances:**  
Ali Babar

Gerard Gassol Quilez

Min Zan

1. Time and Place

The meeting was hold in Engineering Building at 5:00pm, 22/06/16.

1. Summary of Previous Meeting and Progress

Last meeting group provided 2 demo of games. Application analysis report also has been discussed. Due to the it is the time of the final of this semester, Min Zan resumed the project work from 20/06/16 and Yue Zhou after 24/06/16. This risk has been estimated at the beginning of the project plan stage. The solution is for both group members they should allocate more time after the final exam.

1. Summary of this Meeting

Min Zan firstly introduced his design of game and displayed 2 game demos which are based on colour-symbol system and brain training methodology. Then Gerard proposed his suggestions. The one is to add coin system into waste education project. The other is to added a map function for students to find the location of the recycle bins. Due to the time and resource limitation of existing project plan, both of these two requirements would be added into the second stage of project development. But Min Zan and Yue Zhou could familiar with the references of these requirements in advance. Ali proposed a user tracing requirement which demands project group to add a back-end data record function to achieve this goal. In the end, Min Zan notified the updated progress of project. According to the plan that if both of the group members allocated more time after the final exam, all the tasks would be finished on time.

1. Group Milestone

* Group have already submitted 4 versions of game design.
* Group have already finished more than 4 game demos.
* Group have nearly finished the project analysis and design task.