Minutes of Meeting

Monday 27th June 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 4:00pm, 27/06/16.

1. Summary of Previous Meeting and Progress

This is the third meeting with the clients of this project. During the last meeting, the group provided the 2ed version of game design. In addition, 2 game demos have been displayed during the meeting. At last, all members went to the recycle place in Hub. Libby showed some real problems when students throw waste which would be very important for game design.

1. Summary of this Meeting

At the beginning, Yue Zhou displayed his demos of game. Because the application will trace the action of user, the database and server are needed. Furthermore, this application will use some social application like Facebook as a register approach. Therefore, a public development account is needed. Min Zan introduced his progress of project and shown the Logo of application. 2 game demos have also been displayed by him. For the first one, there needs some modification so as to eliminate the confusion of colour and symbol expression. For the future, this project will offer users coin function to exchange prize or gift from University. The group stated that the project will be finished on time. At last, all members achieved an agreement that a meeting will be held at 2pm on Monday 11 July to inspect all demos of game.

1. Group Milestone

* Group have already finished Logo design.
* Group have already finished more than 4 demos.
* Group have already finished design stage and started coding part.