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| **Meeting** | |
| **Date:** | 6th October |
| **Time:** | 10.00 am |
| **Venue:** | SIS level 4 |
| **Attendees:** | Szeto Jia Hui Nicholas  Kang Kai Xin  Gladys Khoo  Daniel Soh  Prof Zhu |
| **Absentees:**  **(with apologies)** | - |

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| **Agenda** |  |  |
| 1. **Schedule** 2. **Mid-Term Feedback** |  |  |
| **Schedule** | **Dateline:** | **Action By:** |
| Will stick back to the current way of doing schedule |  |  |
| **Mid-Term Feedback** |  |  |
| 1. Good feedback from reviewers 2. Will need to add more depth to the current functions. |  |  |
| **Updates on Functionality** |  |  |
| 1. Music Composition:   Currently the drag and drop is not very interesting for the kids.  Incroporate story board into this funciton:  Will have a major hole in the middle of the ship. One of the character will need to cross over to another side of the ship to steer the wheel. As such, the charater will need to jump onto the plank. By doing so, students will be doing basic composition. Also, when the character jump, it will produce a particular pitch, with this students is able to recap on their pitch skills.  We can have template created already for students to do basic composition  Another idea is that we can play popular tunes then students will mimic the tune.   1. Random moving objects   The turtle will be appearing at random places. When the students click on it, the will teach students some music terms.   1. May create a game to review the concepts taught in class. |  |  |

The meeting was adjourned at 11am. These minutes will be circulated and adopted if there are no amendments reported in the next three days

***Prepared by,***

***Kang Kai Xin***

***Distributed to:***

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| **S/No.** | **Name** | **Appointment** |
| 1. | Nicholas Szeto | Project Manager |
| 2. | Kang Kai Xin | Business Subject Expert |
| 3. | Daniel Soh | System Engineer |
| 4 | Gladys Khoo | Interface Designer |
| 5. | Prof Zhu FeiDa | Supervisor |