

Date:	5th December 2013
Time:	12:30 PM – 1:30 PM
Venue:	SIS Level 5 Faculty Room
Attendees:	<p>Team:</p> <ul style="list-style-type: none"> • Eng Sen • Glen Wong • Yousof • Shanaaz • Fariq <p>Client: Chris Boesch</p>
Meeting discussion:	<p>Meeting agenda:</p> <ul style="list-style-type: none"> • UI for Purpose driven • UI for Mastery coaching • 9th of December IDA event <p>Mastery-based Coaching:</p> <ul style="list-style-type: none"> • Not giving them a scale • Just let them know they are doing better • Chris drew the UI on the paper • Checking on timing, make sure people get faster • Pick a coach, learn about the coach • Coach just keep encouraging, keep giving problems • Audio files and message up to the team to decide • Can take a look at codehero.org • Make the poly, JC, freshmen feel they can do better when using mastery coaching • UI in the ppt is okay • Put placeholder audios, Put JSON file somewhere <ul style="list-style-type: none"> ○ Example: ○ “Here’s a problem that I thought you could’ve done better...” • Every time they do a problem is a win <p>Purpose-Driven</p> <ul style="list-style-type: none"> • Put placeholder videos while coding • Put JSON file somewhere • UI in ppt is okay

- Have a landing screen, describe purpose driven
- Get them to play the first video
- Splash: “Welcome,” “why would people love it,” “why might you love it”
- Cannot go to the next video until they finish the survey for current video
 - Greys out and un-greys when they answer the survey
- Want the students to be reflecting, don’t care whether they understand
- “This sounds something like me”, “meh”
- Think about how they come back in after they logout and login back
- Total amount of time taken to watch each video
- Every time they look at a video it’s a win
- How many videos have students completed
- Status of the purpose-driven

Mockup

- Paper prototypes
 - Get it signed with Chris to keep working relationship
- Drill down and fix all the screens
- Complete all the mockups for all the functions

Group-based tournament (prioritise)

- Number of questions a player finish
- Score doesn’t matter
- When come into a tournament, have to come in and pick someone from the team
- **Won’t do any team assignment**
- How to get out of a team
- When both clicks at the same time
- Anyone can create a tournament
- Creating tournament: need to specify when is individual or group
- Automatic mentor assignment
- Functionalities:
 - **Director/Teacher**
 - Create

- Specify team tournament settings
- Start or manage tournaments
- How many people have signed in or registered or joined teams or not on any team
- Number of teams
- Time to start the tournament
- **Students**
 - Find tournament and enter password
 - Join team (group-based tournament)
 - Click to join
 - Leave team
 - Start
 - Return tournament page
- **Ranking page**
 - Each person's name and the questions they've finished
 - Who's the mentor, who's the mentee
 - Status
 - Waiting
 - Arrived
 - Acknowledge the arrival or mentor
 - Past mentors
 - Past mentees
 - Team that they are on
 - Rank within the team for each student
 - Usually two rounds

Heading towards Midterms/Finals:

- **Users**
 - Understand the users as well as I can
 - Talking from the voice of the user
- **Experience**
 - Get into the experience of the users of SingPath
 - Experience of the App
- **Testing**
 - Leads to better products
 - Automated testing
 - Makes it more fun and easier
- **Data**

- Any data that did not exist before we did the project is our data
- Being used

Upcoming plans:

- Testing
- Write unit testing while we code
- 9th December event for Chris to test the current SingPath
- Engagement Plans to get more secondary school, poly students to register
 - Sell and evangelise the SingPath to the schools
 - Getting 100 secondary school students to play in the:
 - Group-based tournament
 - Mastery coaching
 - Purpose driven
- Keep to KPI
- Start on group tournament
- Automated unit testing
- Next meeting with sponsor first week of January
- Come up with all the paper prototypes in the holidays

Prepared by,

Eng Sen