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| Time: | 1200 - 1400 |
| Location: | SOA GSR 3-4 |
| Attended by: | Timothy,Michelle, Jonathan, Jianxin, Xinchu, Kum Hung |
| Absent with Apologies | The person reading the minutes now! |

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| **No.** | **Agenda:** | **Action by:** |
| **1****2****3****4****5****1****2****3****4****5****6** **1** **2****3****4****5****6****7****8** | **Problems Faced:****2nd Reject by AppStore. Need to do redeployment by 18th Feb****Change of team member’s roles from Integration to Mobile UI design****Challenge faced in getting buy-in from both event participants and organisers****Unable to implement compass function on map due to high-level bug.****Clarification of bug metrics. Need to log in during functional testing and user testing.****Technical Complexities:****Creating features to customise Google Maps without changing API. Customised Google Map experience. Draggable selected area and drag-and-drop landmarks****Spent a lot of time coding and researching Xcode.****Understanding WebSocket, security on mobile.****Midterm demo is not simple. We need to bring it to a new level. Need to wow our audience.****Mobile network exception handling****Facebook API for mobile****To Do:****Mobile developers to work on Blurp Mgmt with Facebook API****Web developers to clean up changes from UT. Work on time-picker.** **Editing of landmarks is now easier to use****Landing page to be changed****Barrel roll of Blurpie to be removed****XinChu will be going into the back of the server to clean up codes****Tim to change Wiki scope circle. Sentiment analysis change to mood meter.****Revamp of old UI will be done after mid-term presentation****Put empty placeholders to represent Blurpicons. DON’T USE EMOJI** | Kelvin, JXTim, XinchuTimXinChuXinChuTimJX |

**Prepared by:**

**JianXin**