Date:	11th December 2013
Time:	4:00 PM – 6:20 PM
Venue:	SIS Level 5 Faculty Room
Attendees:	**Team:** • **Glen Wong** • **Yousof** • **Shanaaz** **Client: Chris Boesch**
Meeting discussion:	**Meeting agenda:** • **Go through mock ups for (CORE) Mastery Based Coaching, Purpose Driven, Automatic Mentor Assignment, Group-Based Tournament, Web Dev Games, Easy Web Prototype, (SECONDARY) Events, Problem Contribution, Live Code Viewing** **Mastery Based Coaching UI:** Learn about the coach, have an audio file at the landing page next to each of the coach. Quests should be on the Navigation Bar Place Create under 'More' Pull purpose back to the Navigation Bar Tournament and Feedback go back to More. Potentially, Autonomy could go to Practice 'Welcome Back' or a Start button in the question box portion. The coach could be doing something before the User click Start. At the end of the MB, there is some audio ("Great Job") then ask the user if they want to do it Again When the video is done playing, then start the Game. **Purpose Driven** Radio Button – make it look cooler instead of Slider (for the survey

questions)

There will be ONE question per video (simplicity)

Web Development Games

Play page will be different for HTML and AngularJS modules.

Not just pass/fail – want rendering live.

Similar to the old one but one of the tabs could be the example: what your page should look like (Provide the html) but it gets rendered as iFrame.

Then, what your code currently looks like

Third, what the test is surpassing (E2E there)

**MB coaching can tell you after finishing up Angular JS to try out Easy Web Prototype

Easy Web Prototype

Linked to the previous web dev games.

When user plays the Web Dev games, view should be like easy web prototype.

Just stick with one person instead of collaborating (perhaps have a link that could be shared with friends)

Collaborate by saving it on a live stream.

Only thing saving here is the static file.

Problem Contribution

SingPath should be smart enough to know the problems it needs

SingPath Needs page (Prof's sketch)

My Contributions Page: What's currently contributed, Who, Status (Pending?)

Poll/Comment to see if the posted questions are good enough by the

public.

Admin will come in and see this page and see which to approve/disapprove.

Tournament

Leave out timing(Duration)

And round description (Round is needed to proceed creation)

Add level in questions

Description for the question (details of the individual questions)

Incremental saving of tournament

Max number of groups, max number of players per group

Mentor assignment move a little up

Default mentor is already on.

Mentor assignment within team

Archive = true instead delete

Tournament is open or closed or hidden or archive << Visibility

Include password in front (for tournament)

Add countdown (tournament starts in)

Join team late is alright (Do not assign mentor)

Tournament director end round

Hits << backend to restart rounds

Tournament list no need to group them. All listed. Open tournaments at the top.

Min player number = total registered / 2

Ranking Page

Mentor assignment for individual

"Last time" solve replace "completed"

Don't Assign Mentor button at Ranking Page

Events

Create own event and ask people to vote.

If you like help raising prizes and lead tournament find Chris.

Header for current events.

User feedback of events.

Which poly is interested

Next:

- Add route
- Automated Testing under Temp folder
- 1024 by 768 for iPad (min) EXTRA: iPhone compatability
- If possible, fix small errors but if complex, make a list and send it to Chris (better if you mention to him the browser and resolution)

Prepared by,

Shanaaz