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| **Date| Time| Venue** | 6th March 2018, 1330hrs – 1430hrs, SMU Lvl 4 Rm 4048 |
| **Attendees** | Haqqim, Ahmad, Vera, Deborah, Jack, Hwee Xian, Sebastian |
| **Agenda** | 1. Midterms Review
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| **Notes** | * **Midterms Review**
* Include storyline in wiki
* Add in risk management - sponsor doesnt find users for us
* MQTT - Error message to be shown on the user's end - show the MQTT in diagram form, and highlight why we use MQTT
* Security - host your own broker, not anyone can access it - installing our own library
* Find a way to retrieve IP Address of the user who gets the link
* How to limit the number of people accessing the link within a timeslot
* Alternative for multiplayer games, can borrow raspberry pi and sensor
* Performance testing, we need more internal testing, stress testing using virtual proxy
* To make it more "learning"-like, can give coding hints and use error messages to troubleshoot
* wiki has to be kept updated
* bug and task metrics need to be kept consistent
* meeting minutes has to be detailed as well, action taken by who etc
* for the lack of users, may want to engage public, promotion (free booking etc)
* storyline for demo on wiki
* security, why issit important then justify it
* using public now, need to host our own one to be more secured
* performance / stress testing
* can we lock the IP address? to prevent more than 1 user in controlling the robot
* each game is tied to 1 robot
* focus on error throwback + security first
* HTTPS
* standup meeting, weekly meeting, velocity graph, use certain methodology, include in wiki too for SCRUM framework
* **Others**

Need to prioritize what you want to focus on for FinalsWork on getting real users to use your platform – social media etc |
| **Done by** | Deborah |
| **Verified by** |  |