

Date:	29th January 2014
Time:	1:30 PM – 3:00 PM
Venue:	SIS Level 5 Faculty Room
Attendees:	<p>Team:</p> <ul style="list-style-type: none"> • Glen Wong • Yusof • Shanaaz • Wah Chun (absent) • Eng Sen • Fariq <p>Client: Chris Boesch</p>
	<p>Agenda:</p> <ul style="list-style-type: none"> - Review tournament and Events - API coding - Email clarification – Admin Module <p><u>Tournament:</u></p> <ul style="list-style-type: none"> - Showing how create tournament is now ender version - Will give the URL - Client suggest to mock the API first - Client wants to find the top quartile to help the bottom quartile (purpose of tournament) - Glen showing data structure <ul style="list-style-type: none"> + URL.pi – cut and paste and re-name it version 2 + cut and paste the method and it should work <p><u>Events:</u></p> <ul style="list-style-type: none"> - WC unable to attend meeting - Sent client screenshots - Client says it looks good - Client says would be good if the landing page looks good enough then we can put up the Events page on Facebook - First thing that needs to be cleaned and polish - Based on what WC has done so far, WC should be able to be done by tomorrow(maximum) - Search parameters for the event URL <p><u>API:</u></p> <ul style="list-style-type: none"> - Avoid capital letters – won't work when is up on the sever - Need to tell people what's saved and not saved on the server - If it is blank – user did not answer anything - No need a player ID object perhaps in JSON - Need to have the ID Of the video - API is to update the feedback

- Client wants the if you like the video – okay but if you don't like it – why not?
- Come up with a dictionary for the coaches – like 15 files for each
- Then use it as the key
- 2-3 APIs
- Use the game ID to load the game, when game is done – instead of redirecting – bring the game back to the coach.
- Re-fetch the URL and get the next one
- Client wants just “coach”
- When the game is created, the timer is started
- Want the coach to know what the user did previously
- Play the audio clip: “Hey that was better when the user does attempt the question quicker” when the user does solve the question quicker
- Fetch current coaching status and make the coach say things like “Welcome back” and then launch game with first problem ID
- Fetching – posting – game finishes – fetching -> do that 15 times
- Will provide Yous with the goal
- Past result will be given
- Show the GUI pulling information from game-app

Administrative Matters:

Would be alright to talk to RP directly

29th March – JC and Poly tournaments

21st March – Secondary School

Admin pages – only for Purpose driven, mastery-based coaching is not necessary if we follow the basic convention.

Prepared by,

Shanaaz