

Date:	17th January 2014
Time:	5:10 PM - 6:00 PM
Venue:	SIS Level 5
Attendees:	<p>Team:</p> <ul style="list-style-type: none"> • Shanaaz • Wah Chun • Yusof • Eng Sen • Glen • (Client: Chris Boesch
	<p>Agenda:</p> <ul style="list-style-type: none"> - Recap Supervisor Meeting <p>MBCoaching:</p> <ul style="list-style-type: none"> - Change images to GIF <p>Chris Boesch (random meeting)</p> <ul style="list-style-type: none"> - Wants to see progress thing on purpose driven - Next button be disabled until they finished survey - Like the purpose driven - MBC <ul style="list-style-type: none"> ○ When they return back, they shouldn't see the select coach and language again ○ Coming back – they will have the same coach and language they attempted previously ○ Also the Change mentor, change language button ○ Fewer attempts; badge (incremental requirement) ○ Preamble before starting/continuing the path ○ Have a message for Exit - Told him about supervisor's recommendation to get Purpose driven up on the real website. Will mock up the API similar to the one we have in game-apptest.js and get it on the real website - Tournament - Limit the number of players in the group - Let him know when to have the supervised programming session after we have done some GUI testing - Goanime – could use it for the feature tutorials (additional)

Things to do:

WC : Test Plan (UAT)

Yous: MBC + Purpose Driven+ live deployed + Images + Audio files
(Shanaaz will help)

Shanaaz: Re-explain scope + Schedule (more detailed) + Table of
MBCoaching requirements

Glen: Join Group Tournament (Sunday)

ES: Data Structure (diagrams)

Fariq: Live Ranking page

- Need to come up with JSON data structure for group tournament
- Individual tournament – json data structure as well

By Wednesday (to show Chris + internal check):

- Join Group Tournament
- Create Tournament
- Data Structure

Prepared by,

Shanaaz