INTERNAL MEETING 4

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| Date | 21th July 2017 |
| Time | 7pm |
| Venue | SIS GSR 2.7 |
| Attendees | Amelia Lee  Chew Chin Rui  Ervin Chong  Huang Mingrui  Ricky Putra Franslay  Wang Qimin |
| Absentees | - |
| Agenda | 1. Project Decision 2. Update on Client Requirements 3. Come up with possible functionalities 4. Come up with proposal slides and questions for client |

AGENDA

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| No. | Task | Follow-Up |
| 1 | **Project Decision**  We decided to go work on the gamification web application for NUS Yong Loo Lin School of Medicine. Currently the available resources for student to practice on their diagnosis skill are limited and we felt that a web application for student and professors to share practice cases would be valuable. Furthermore, gamification will enhance the learning process by making it more enjoyable. | Team to research on current existing solutions such as e-learning portals, medical games etc. |
| 2 | **Update on Client Requirements**  After the client meeting yesterday, Mingrui and Chin Rui shared about the client’s requirements for the web application with the rest of the team. | NA |
| 3 | **Come up with possible functionalities**  Basic Functions:   * Login/Signup * Account Management * Case Uploading and Vetting * Case Marking * Gamification   Advanced Functions:   * Analytics dashboard for individual * Analytics dashboard for cohort-level * Discussion forum * Pinning of medical reference for cases | NA |
| 4 | **Come up with Proposal for Client and Questions to ask**   * How many targeted users? * What is the current as-is process? * Is there a need for analytics * If there a template for the game that we should follow? * What is the standard questions asked for medical diagnostics? | Amelia and Ervin to finish proposal and list of questions before next client meeting |

The meeting was adjourned at 10pm. These minutes will be circulated and adopted if there are no amendments reported in the next three days.

Prepared by,

Ervin Chong

Vetted by,

Amelia Lee