

<b>Date:</b>	<b>22<sup>nd</sup> January 2014</b>
<b>Time:</b>	<b>1:30 PM – 2:00 PM</b>
<b>Venue:</b>	<b>SIS Level 5 Faculty Room</b>
<b>Attendees:</b>	<p><b>Team:</b></p> <ul style="list-style-type: none"> <li>• <b>Glen Wong</b></li> <li>• <b>Yusof</b></li> <li>• <b>Shanaaz</b></li> <li>• <b>Wah Chun</b></li> <li>• <b>Eng Sen</b></li> <li>• <b>Fariq</b></li> </ul> <p><b>Client: Chris Boesch</b></p>
	<p><b>Agenda:</b></p> <ul style="list-style-type: none"> <li>- <b>Review Purpose driven, events, mbcoaching and tournament to Sponsor</b></li> <li>- <b>Requirements Gathering</b></li> <li>- <b>Events</b></li> </ul> <p><b><u>Tournament Update:</u></b></p> <ul style="list-style-type: none"> <li>• Create Tournament – no difficulty filter, just language.</li> <li>• Pick a language, then see the levels (i.e. Strings) and select the question</li> <li>• Manage Tournament – Administrator can hover over the person’s name to remove him from the tournament – client likes it</li> <li>• Join Tournament: validation completed – just need to do the API up.</li> </ul> <p><b><u>MBCoaching and Purpose Driven Update:</u></b></p> <p><b>MBcoaching:</b></p> <ul style="list-style-type: none"> <li>• User should be able to change mentor AND the language separately at the start of the level. Mentor and language shouldn’t be a set</li> <li>• User can change mentor during the level</li> <li>• Audio file conditions: 25%, 50%, etc. – only questions that should be displayed should be questions they have ALREADY attempted. – don’t like this, intrinsic motivation</li> <li>• Need to have more ‘warm’ audio file and text – wants more emotional connection between the coach and the user</li> <li>• UI looks fine</li> </ul> <p><b>Purpose Driven:</b></p> <ul style="list-style-type: none"> <li>• Landing screen should have a better screen like</li> <li>• Would like to have a status bar that shows the videos that you</li> </ul>

	<p>have watched</p> <ul style="list-style-type: none"><li>• Again, help them unlock their intrinsic motivation</li><li>• Once user completes 50 levels, the purpose driven feature will be enabled</li></ul> <p><b><u>Requirement Gathering</u></b></p> <ul style="list-style-type: none"><li>• Will share a document with Shanaaz and would like to put the description into that format</li><li>• So it would be an easy reference for future FYP teams</li></ul> <p><b><u>Events Page</u></b></p> <ul style="list-style-type: none"><li>• Instead of a warning message could direct the user to log in (a pop up login box)</li><li>• Table partial of the number of students who registered, school they are from, who is coming for the event and rank them according to the problems they have already solved. You can just place 'Coming Soon' on the top. Just mock it up. You can place dummy data</li></ul> <p><b><u>Other Information</u></b></p> <ul style="list-style-type: none"><li>• 80+ users registered by 22<sup>nd</sup> Feb</li><li>• 2 tournament events</li><li>• 60-75% project needs to completed by Mid-Term (Prof suggest a skit – get someone to be the coach and the other person be the mentee, Purpose driven – have the screens on the top and then get someone to act like the person in the video under Purpose Driven)</li><li>• Problem contribution would be good to be completed before Mid Term</li><li>• Have all the functions completed by MID March</li></ul>
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Prepared by,

Shanaaz