

Attendees

1. Aidan Curley
2. Anrich Potgieter
3. David Bouret
4. Richard Garcia
5. Uzayr Parak

Apologies

1. Lukasz Kosmaczewski
2. Thien Liu

Agenda

1. Refine Requirements

Notes

What type of application do they want us to develop?

1. Sounds should be able to be muted from the UI with a single keypress.
 - a. Seems reasonably achievable.
2. Storage should be unlimited or easily expanded at a low cost.
 - a. Storage could potentially be expanded at a low cost.
 - b. Would this be disk storage or memory?
3. The system should run on L/W/IOS
 - a. Theoretically, this is possible.
 - b. If we are making a web-based device, then this requirement could be possible.
 - c. If this is a standalone desktop environment, then we may need to reconsider this requirement.
 - d. If this is not web-based, we will need to propose to group one to deliver the initial product on one platform.
 - e. Ask group one which operating system is a priority and we will demo on that platform and expand to other platforms in the future.
4. Data must be stored in the most efficient way.
 - a. How do we measure efficiency?

- b. What do they mean by data?

5. Additional languages should be available as free downloadable packs.

- a. If there are labels in the game, we should have an option to store the language labels in dictionaries and have a selector in the game.
- b. Could we rather have pre-existing languages?

6. A player should be able to create a user profile.

7. A player should be able to create a persona.

- a. We could have a selection of avatars available that the user selects when they create their profile.

8. Kashif is a 30-year-old dad. He wants the game to be safe.

- a. No access to the internet while play is in process.
- b. Access is protected by a password.
- c. Ask the other group whether

9. It should be possible to create a multi-player game.

- a. Clarify the number of users who should be able to play the game. Can we start with two users in initial development?

10. Scanner updates should be free, available over the air, and downloaded automatically.

- a. We could do a notification system that notifies the users of updates.
- b. If they insist this is a core requirement, we need to ask more questions regarding what a scanner is?
- c. How can we have automatic downloads and keep it safe.

11. The system should respond to inputs (screen swipes, etc, within 1mS)

- a. What is the acceptance criteria?
- b. We want to reject their requirement or adjust their latency requirement.

12. The device should be controllable via touch, or text/ keyboard input.

- a. Propose the use of keyboard over touch.

13. Angela is a 35-year-old mum. She wants the game to keep her son busy.

- a. How are we measuring success here?
 - i. Do we have to log the engagement?
 - ii. Hours per day?

14. Andrew works in a toy shop. He wants the game to have a unique selling point.

- a. What does unique mean? Our job is to force the other group to be more specific.

15. Jenna is a five-year-old girl. She doesn't want to have to ask mum for help.

- a. Simple UI with no confusing menu's.
- b. Icons for actions such as start and stop.
- c. Ask group one what they want here.
- d. We need to force/help the customer to be specific and help them be specific about the requirements.
- e. We can offer them some choice, and we should not accept anything we cannot measure.
- f. What do we need to measure to achieve the requirement?

Selected Requirements

1. Sounds should be able to be muted from the UI with a single keypress.
2. Additional languages should be available as free downloadable packs
3. A player should be able to create a user profile.
4. A player should be able to create a persona.
5. Kashif is a 30-year-old dad. He wants the game to be safe.
6. It should be possible to create a multi-player game.
7. The device should be controllable via touch, or text/ keyboard input.
8. Angela is a 35-year-old mum. She wants the game to keep her son busy.
9. Jenna is a five-year-old girl. She doesn't want to have to ask mum for help.

5 Requirements for demo

- Log on
- User profiles
- Choose an avatar
- Menu with pictures (start/go)
- Mute and unmute sounds.

Action Items

- Set up a meeting with group 1 to refine the selected requirements.
- Discuss whether we can agree to a time on Saturdays that is repeating.

Next Meeting Agenda

- Discussion about the final requirements
- Planning tools (Jira)