

**Team Name:** Family FEWd

**Date, time and duration** of the meeting: Saturday 2/5/22, 1:00pm-2:20pm

**Location or Media:** Discord, #team-2-voice

**Attendance:** Brandon Hosang, Ethan Fournier, Nicole Wiszowaty, Siddhesh Mahadeshwar, Yaqirah Rice, Jenna Byron

**Action Items:**

Design Review: All members

Paper prototype: Jenna

**Discussions, Decisions and Rationale:**

Design Review:

- Sample (Simplest way, will change if asked)
- Levels - MyPlate Category
- Requirements limit user on how much they can grab
- Everything is worth 1 unit of requirement
- One option of each
- ----
- Things to decide with Dr. Wallace:
  - Do we want to update the student about their environmental impact as they go, or let them see at the end of the level?
  - Do we give all the students the information at the beginning?
  - Do we want students to be able to remove items from their cart?
  - Can students go back a level? (I don't think they should be able to because its just weird game design but)

Paper prototype:

- Show users the price of items (maybe make our own scale)
- Tell user about the daily requirements through cute graphics

**Next Steps:**

- Prepare for the design review interview.
- Update paper prototype