



Minutes of Meeting

Project	GiftCase	Date	30.10.2014
		Start-end time	21:00-22:00
Responsible	Aleksandra Salikiryaki	Location/type	Zagreb/Västerås

Attended By	Location	Remarks
Vlatko Klabučar	Zagreb	
Damir Tomić	Zagreb	
Aleksandra Salikiryaki	Västerås	
Guilio Cattivera	Västerås	

The project owner presented us the client's answers and we have discussed some ideas about the scope and possible architectural solutions. A summary of the important things that have been discussed is provided below.

CONCLUSIONS:

- Requirements scope related:
 - If the user receiving a present does not have GiftCase application, the GiftCase user can send him an invitation by email (or Facebook, if there is time in the end of the last sprint).
 - The focus of the application is more to think about the integration of the different content and data providers and the creation of a proposing "engine".
 - There should be a check of the important dates related to the user's connection at some fixed points of time (every day, twice a day).
 - Notifications should be sent to the user about the incoming events some days (maybe configurable time) before that.
 - Idea to save the presents which have been already received by the receiving user in order not to buy the same present for this person (Low priority functionality).
- Integration with external system related:
 - The part with the payment of the present to the content providers is with low priority. Mockups of this functionality will be used. Fake links will be sent to the receiving user, instead of real presents.
 - The information gathered from the Telco should be whether the user (sender and receiver) is prepaid or postpaid. This functionality should be mocked up by a simple rest service, which we will make.
- Implementation related:
 - The information we will gather from the social networks, Telcos and content providers will be fetched on the fly, when it is required (when the client initiates the search for a present).
 - The "engine" is provided with the information that we can gather about the receiving user (if we cannot get the location or target hardware, the engine will just skip the check).

- Idea that the information gathered from the content providers should be filtered by the back end, before it is sent to the engine, which will then decide which is the best possible present.
- The architecture of the application will be: Client <-> Back end (Mobile application related and Business logic) <-> Engine (which is making the proposal). The Back end will be communicating with the social networks and the content providers.
- Other
 - The different ways of payment which could be implemented should be well described in a documentation, although this functionality might not be realized in the application.
 - Encryption of the data is not required. However the possibilities for data encryption and security should be documented.

ACTION:

- We have also gathered more questions which will be presented to the client by the product owner.
- All team members should decide when there would be meetings with the customer (once a week, more rarely).
- Next scheduled meeting: 31.10.2014 (when the product owner gathers more information from the client)