

[Weekly Meeting] Meeting Minutes

Location: Zoom Meeting
Date: 21 September 2021
Attendee: Dr. Stone Chen
Kaitlyn Hoopingarner
Bo Sheng Lee

Meeting Agenda

Only Bo Sheng Lee and Kaitlyn Hoopingarner attended the meeting because the other members went to the career fair and were not able to attend the meeting. Kaitlyn and Bo showed their progress on the project and Dr Chen provide some feedback on their progress.

Requirements:

- Push recent code often to the web unity environment
- If user did something wrong, they should get a notification about what they did wrong and the scene get reset
 - Notifications should have a positive connotation
 - Could say what is supposed to happen/what instruction the user
- If an interaction is not supposed to happen then nothing can happen
- Interactions and processes should be linear
- Pipette tips have different sizes
- The user should not be able to draw from the solution multiple times
- When dispensing liquid from pipette, all liquid gets dispensed
- Before each pipette draw, new pipette tip needed
- Perhaps a new server would make the current unity web environment run smoother
- Full Task note show what is the currently ongoing task if possible