Welcome Back!



In the last meeting we created a list of priorities for the next semester.

Now we should talk about what these tasks should include.

That's what this mural is there for. Grab a sticky note, read the different topics and write down, what you think is part of that task. Write down every task that comes into your head, not only the ones that you would like to do!

If your idea is connected to another sticky note in this block, color them the same way and move them closer together! Be carefull to not accidently destroy other peoples thoughts!

Take your Time

If you need more time to think about the tasks: Dont worry! This Mural-Board will be opened until the beginning of the next semester. Good Ideas cant be forced!

Let's go!

Making the game playable. The user should be abl



	Having a smooth running
Fix database errors that sometimes come from adaptive moduleError messages, that the user can see!	prototype helps to show what we created over the last semesters. If our prototype does not work, all the work that went in it so far, is inadequate.
<pre>codule is inactive and basically undocumented. This is going to be a complete rework of the module. Goal is to adapt the task-difficulty to the specific user!</pre>	Adaptivity is and has allways been one of the main goals of this project. Therefore having a working adaptivity module should be part of our final submission
ome loose threads from last semester, for example, the correct story flow, that we should include. Fix abuses from the listening task	A lot of time during the last semester was used to find out how to work within this project. There were some brilliant Ideas, that we should not forget.
W website in the "study project" section.	Having our project up on the IKW website could help future students to understand what a study project is and be inspiration for future projects!
Iobby platform participants can meet up via the platform something the eterred something the platform something the the platform something the platform something the something something </td <td>Many of you expressed the need for something completely new. This would be something, that still is part of the bot, while being completely different</td>	Many of you expressed the need for something completely new. This would be something, that still is part of the bot, while being completely different
Persion of Escapeling. Ca 10-30 min to make honest and lasting documentation of the project. More like a gameplay- trailer? More like a let's play (together)? Maybe edited to only show highlights. Maybe only show postproduction	Our Project may not run on university servers forever. A video could preserve our achievements to be shown to future employers,.
Processor Image: state s	So far we have not done an extensive user study on Escapeling. Do Users like to work with it? Does it work? Would Users Recomend it? We dont know!
	A paper to describe what we did, would open up our workto the rest of the teaching-world

