Win-Win Negotiation Session #2 and Clients' prototype feedbacks

- Using Planning Poker the requirements were prioritized on Winbook
- The clients were shown the Prototypes prepared:

1.
- The static GUI template was shown.
- The clients approved the GUI with minor modification as listed below:
  i) The progress bar provided in the profile section of the prototype => that we are including level mechanism in the system. Henceforth, the client asked to include this as a requirement for the system.
  ii) The leaderboard should allow the user to view it categorically, either based on graduating year (class of 2016, 2015) or schools (Marshall Business School or Viterbi Engineering School).
  iii) The system will initially not have a section for News Feeds and Recent Events/Campaigns, so remove it from homepage.
  iv) The Forum Page should have categories, but initially when the system is offline with not many users; categories need not be there. Apart from that the Forum page is good.
  v) The profile page will not have section displaying Notification, instead that section needs to be replace and have the following fields:
    - User can write a status
    - Write a Summary
  vii) There will an option to unlike the comment/post that is liked and un-dislike the post the is disliked.
  viii) On the homepage, in profile section “notification button” will be removed.

2.
The prototype was rejected as the clients changes their requirements for the system.

New Requirements:
- Include a gift card system, to use the usable points
- create virtual gift cards initially
- For the dislike/like just count the number and subtract/add points respectively. Don’t evaluate points for a post, give points directly.

Next Session:
- Evolve the Prototype, and include GUI for additional functionalities like the virtual store
- Propose the solution for the Dislike feature
- Decide and discuss the COTS/NDI with the clients