**Development of Voice Application**

**R&D Client Meeting Agenda**

**Date & Start/End Times:**10/05/2019 1:30pm -2:30pm

**Location:** AUT university WO -level 16

**People Present:** Justin Bishop, Nikkolas Diehl, Howard Zhu, Hun Kim,Jarek Beksa

**People Absent:** Donna kim

**Purpose:** Discuss new project ideas

**Objectives:** Discuss new project ideas to start on

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| **Time** | **Agenda Item** |
| 1:30 | Talk about current existing apps we could expand/develop |
| 1:40 | ‘Memory’ game, Standalone game (doesn’t use Sonnar app to launch it) |
| 1:45 | Discuss dividing the team to either develop 2 apps at once or develop one app on both Google and Alexa platforms |
| 1:48 | ‘Labyrinth’ game proposal |
| 1:50 | Interactive story game (Sherlock holmes, Jungle book) |
| 1:53 | Discuss audio engineering training |
| 2:00 | Discuss the restrictions around developing apps on Alexa |
| 2:02 | Discuss ‘Memory’ game mechanics |
| 2:10 | Discuss hourly pay vs Salary pay |
| 2:15 | Discuss meeting for next week for asset training |
| 2:19 | Discuss purchasing assets (Consult Jarek before purchasing any assets such as sounds or images, so he can check the quality of it) |
| 2:25 | Choosing whether to divide the team to either develop 2 apps at once or on both Google and Alexa platforms |
| 2:30 | Conclude meeting |