# MEETING INFORMATION:

Date: January 28th 2017  
Location: SPINKS S341

Time start: 1:00PM

Time end: 3:30PM  
  
Attendees: (All members present)

* Brady
* Brianne
* Evan
* Haramb
* Ix
* Kevin
* Kyle
* Jack
* Janelle
* Mackenzie
* Sylvia

## Items Discussed:

* Formal inspection of the design document.
* Stressed correct spelling of Luxsonic correctly in all documents moving forward.
* Ensure we’re setting expectations for Luxsonic correctly.
* Reduction of dialogue/confirmation boxes. Non intuitive in VR, and generally annoying.

Actions:

**Formal Inspection of Requirements Document**

**General**

* No longer guaranteeing the use of keyboard and mouse functionality moving forward as keyboard and mouse is non intuitive and hard to use in a VR space.

**Build Software / Hardware.**

* Add description of end product as a 64 bit build
* Remove unimportant tech details. The client does not need to know we’re using Slack, microsoft word, powerpoint, etc.

**System Actors/Actions**

* Add a clear definition of actors for the client and ourselves.
* On the actors/actions diagram, make the Dicom Decipher image and Dicom Folder into a “computer.” Confusing as a stick figure, might be confused with a human user.
* Label system on actors/actions diagram.
* Adjust confusing arrows: overlapping arrows and arrows cut off by boxes.

**Actions (General)**

* Sequence diagram and explanations being side by side is potentially confusing. Instead, transition to an explanation first, followed by the sequence diagram directly under. Reduces potential for confusion.

**Action - Select Images to Display**

* Changed wording of Yes/No to Okay/Cancel
* Remove confirmation prompt & alternative path in sequence diagram.

**Action - Select Images to Remove**

* Change GUI description and actions description to describe toggleable “Removal Mode” to closer fit the specific GUI image.

**Action - Adjustment Options (Multiple: ie. Pans, Brightness, Filter, etc.)**

* Change confirmation dialogue boxes to an “on/off” switch. That way, we can easily see the modified image vs. unmodified image. Reduces overall confirmations. Change made as it’s more intuitive in VR and removing more confirmation boxes.

**Action - Pan (adjustment)**

* An initially scrapped function before the inspection meeting. After discussing it, we restored the “Pan” image adjustment function.

**Should Have Actions**

* Section 6.1, Query and Download files from DICOM medical server, pushed to “could have”... Might be outside of the scope of our project.
* Section 6.2, Three Images displayed at same time, scrapped.
* Section 6.3, Renamed to Functionality, not an action.
* Section 6.5, Keyboard and Mouse functionality will **NOT** be guaranteed.

**Could Have Actions**

* Section 7.2 - Removed as it’s a feature, not an action.
* Section 7.3 - Scrapped, kept in mind for later…
* Section 7.4 - Writing or dictating reports, rewrite these descriptions.

**GUI Adjustments**

* Add an “on/off” switch to options of the image, as discussed above.
* Add the pan option, as we restored it (see above).