# MEETING INFORMATION:

Date: February 14th 2017  
Location: SPINKS S341

Time start: 4:30PM

Time end: 5:00PM  
  
Attendees:

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

## Items Discussed:

**Input Methods**

* Discussed client’s reluctance to let go of keyboard and mouse over the Oculus Controller setup. Controller method has to “improve workflow” for radiologists.
* Discussed Keyboard Ideas for the few times typing will be needed in the VR space:

1. Virtual Keyboard with controller swiping.
2. Voice dictation
3. PS4 / Xbox like virtual keyboard with button press selection, control stick keyboard movement.

**Dev Team, Development Freeze, Builds**

* Dev Team: Code development freeze on Feb 15th, 2017. Not to be pushed back. From this point forwards, only small bug fixes and simple aesthetic changes.
* Things currently work in non-vr. Going forward, will be porting functionality to VR. Will create 2 seperate build scenes, one VR and one non-vr.
* After the development freeze, Dev’s should assist the testing team in any capacity possible.
* Dump the currently non-functional file system with a simple preloaded file.
* Add a system flow diagram.

**Documents**

* Briefly discussed Osgood’s feedback for ID1.
  + Discussed how each document should have a running revision history, ie) “On this day, “x” was updated to “y”
  + Discussed retroactively tracking issues into GIT for ID1, and going forward, actively issue tracking.
  + Changed individual activity logs into a shared google sheet. Activity logs will be placed here moving forward.

Action

**Goals for Friday:**

* Update documentation: Look at the work we did, what changed and why?
* Ensure Wiki is in good condition
* Get retroactive and current Issues tracked
* Functional builds, ensure builds are behaving as expected.
* Functional testing within Unity, complete smoke tests and system tests.
* Ensure to input completed activity logs
* Add the system flow diagram
* Possibly create screenshots or a video of the system