# MEETING INFORMATION

**Date:** 2017-02-08

**Location:** SPINKS S372

**Time start:** 4:30PM

**Time end:** 5:30PM

## Attendees:

* Mackenzie
* Kevin
* Evan
* Heramb
* Nhi
* Brianne
* Jack

## Items Discussed:

* Talked about expectations and goals for finishing basic implementation by Friday Feb 10th.
* Went over the Requirements document, looked at what might need changing
  + Controllers are part of must have implementation
  + Removal of Pan and Flip function
  + Change in use-case diagrams associated with the main menu (which are removed)
* Went over Design Document and what changes we might be making
  + Removal of the main menu
    - Program starts in the workspace. Images are loaded from the load button in the workspace manager.
  + Removal of Flip and Pan GUI’s
  + Additional class for display may be used to include touch manipulation of images
  + Combining Brightness and contrast into the same GUI
  + Adding GUI for Add and Load file.

## Actions

* Everyone will work on implementing their parts for the next 48 hours.
* Oculus room will be booked for 3:30 onward on Friday to try implementing and testing our code in VR. At this time, we will combine sections.