Project Diary (Meeting Protocol)

*Name of your project: Rainbox Six Siege Redesign*

*Members of the team: Emil, Lukas, Karl, Suraj, Björn*

*Designer: Ubisoft, Emil, Lukas, Karl, Suraj, Björn*

*User: Game Users*

*Time: 12:15*

*Location: 3D-hall*

Follow-up from last meeting (problems from last meeting resolved? tasks from last meeting accomplished?)

1. Deciding on a project.

2. Discussing the issues with the design.

Discussed problems now

1. Unresponsive transitions

2. Hard to identify different characters

3. No clear overview of a character

4. Hard to navigate the menu

Tasks until next meeting

1. Complete the UML diagram

2. Have a base for the project

Next meeting scheduled

*12:00, 22/02, 3D-hall.*