Meeting 18-10-2017

Something static and fill it blood – to simulate an emergency situation

Evaluation and new focus makes sense to Martin

Martin suggests some “write” functions could cause lag over time (somethings growing)

Might not be network related as it would also impact the latency

Try cancelling the network connection and restart – would work fine upon reconnect.

Maybe implement disconnection button / clear cache?

Participatory design vs user centered – Jane tells us what to do (has a saying)

Thursday 26/10 – 9 at rends 14