Design Project Team Area 29

Minutes of the team meeting
16th February 2026, Zoom

Present: Evan Ashby, Martin Bath, Tom Payne, Oliver Stevens

Absences:

Meeting Purpose: Progression

Previous Actions: Android testing

Regular Items:

- **Further testing was done regarding the application running on android devices, with the group resolving some issues were some files weren't fully uploaded to the GitHub repository.**
- **MB has conducted a comprehensive test of various different AIs, running each 10 times and putting their average response time on a chart. This led to the discovery that "Grok" is the fastest AI that can be utilised for our project. However, MB had also discovered that the response time is drastically slower when ran through Unity, leaving the AI's increased response time to be less influential than previously thought. The group is looking into more ways to mitigate this.**
- **Some checks to ensure the user is connected to the internet were discussed, with one already implemented. An idea was raised about having a reminder for the user to be always connected to the internet when using the app.**
- **OS has continued working on the sound effects, including the shuffle and thinking sound effects. Background music has received further development, alongside continuing plans to update the shuffle animation. OS remains responsible for any animations or sound effects the group may need.**
- **EA has made some bug fixes for some of the issues previously discussed in the last meeting.**
- **Plans to denote each apk version of the app via versioning, labelling via yy/mm/dd**

New Items: N/A

AOB: N/A

Next Meeting: 23/02/2026