Design Project Team Area 29

Minutes of the team meeting

02nd February 2026, Library Study Room 108

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

Absences:

Meeting Purpose: Laying out what to work on for this Semester

Previous Actions: Interim Submission

Regular Items:

- **Sound integration was once more discussed, setting it as a target to have every action accompanied by a sound in the final product.**
- **TP discussed improving the visuals of the menu, alongside working on adding things to the options menu.**
- **Further Rules integration was discussed by EA, with the group aiming for around 30 rules integrated in the final product. It was noted that some rules may be harder than others to implement, but are still important to have in this game to ensure it meets card game standards.**
- **OS discussed intending to tidy up some animations, such as the "shuffle" animation.**

New Items:

- **The group discussed the AI integration that we previously had noted to be slow, and how we can mitigate that. OS noted that moving around when the AI is called, to be before animations play, can cause a buffer that hides the AI's lengthy response time, as we are already utilising the fastest free AI.**
- **Commerciality was discussed, with either a paid application or running advertisements suggested by the group to be adequate for fulfilling this requirement. (It was suggested by our tutor to shelve this topic for later down the line however.)**

AOB: N/A

Next Meeting: 09/02/2026