

# **Design Project Team Area 29**

## **Minutes of the team meeting**

**23rd February 2026, Zoom**

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

**Absences:**

**Meeting Purpose:** Progression and Report

**Previous Actions:** Android testing, bug fixes, AI speed

**Regular Items:**

- TP has made UI considerations, redesigning the home menu to be better fit for mobile devices as it was previously too small. This is to be implemented shortly.
- OS has done work on the shuffle animation and showed it to the group to see. This is still a work in progress due to the challenges with it
- It was noted that the card textures were looking strange when played on android, OS noted this is likely because the base texture sizes were not compatible with Unity's power of 2
- Martin has done further research on the AI's speed, compiled a list of suggestions from the web and AI for improvements. The group discussed each of these, some we have already tried, some we haven't. We settled on looking into ensuring the AI uses the same client for every call instead of a new one per request, hopefully frontloading the response time at the start of the game. Other suggestions, like using a server, were not feasible for the scale of our project.

**New Items:**

- Usability Test 25<sup>th</sup> of March, looking to have a finished product before this date, to be discussed further in next week's meeting.

**AOB:** N/A

**Next Meeting:** 2/03/2026

