

Design Project Team Area 29

Minutes of the team meeting

09th February 2026, Zoom

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

Absences:

Meeting Purpose: App testing in current state on android devices

Previous Actions: Discussing what to tackle this semester

Regular Items:

- MB ran the app on his devices. It functions on modern android devices, but his older tablet was incapable of running it. The UI scaling on was not functioning, and many parts of the application were off screen. Group discussing how to amend this. Aside from this, buttons were too small and the cards were blurring.
- We discussed adding an exit button for mid match, so the game can be abandoned whilst playing.
- AI speed issues were discussed with the group, noting that priming the AI first without making it take an action would speed it up slightly. MB will try other AIs to call, with worse AIs potentially being faster due to simplicity.
- EA will continue to work on gameplay.
- TP to make menu buttons bigger, work on options
- Oliver has created win and lose chimes, alongside background music. Background music may or may not be implemented. A sound and thinking bubble whilst the AI is responding was also discussed.

New Items: N/A

AOB: N/A

Next Meeting: 16/02/2026