Date: October 12, 2017

Start time: 4:30 PM

Location: CSIL

Meeting called by: Jia Hui (Mandy) Xiao

Facilitator: Jia Hui (Mandy) Xiao

Timekeeper: Jia Hui (Mandy) Xiao

# **Attendance**

|  |  |  |
| --- | --- | --- |
| Attendees | Status | Reason (if absent) |
| Sheung Yau (Gary) Chung | Present |  |
| John Ko | Present |  |
| Ryan Kiew | Present |  |
| Zavier Aguila | Present |  |
| Jia Hui (Mandy) Xiao | Absent | Prof office hour |

# **Today’s agenda**

1. Discuss SceneKit and how to use that in our project
2. Discuss roadblocks for completing assignment 2

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| **Agenda Item #1** |
| Discussion   * SceneKit = “Less complex Unity” (more coding, less point and drag) * More workload, larger timesink * Need to use SpriteKit and Scenekit to implement app: SpriteKit for 2D (UI for progress bar, etc) and SceneKit for photosphere |
| Conclusions |
| Action items   |  |  |  | | --- | --- | --- | | Description | Person Responsible | Deadline | |  |  |  | |  |  |  | |  |  |  | |

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| **Agenda Item #2** |
| Discussion   * Question for prof: “Regarding your requirements the QA test plan, we’re asked to graph the measurement data for each version of the project. But we don’t any measurement data for version 2 or 3 because we are still on version 1. Do you just want to graph with only maximum of 2 data points?” * Class diagram: how does XCode and Scenekit work together, UML diagram? * Experience Editor: not a primary goal, only a goal for for Version 3 (maybe). Primary goal is to create experiences: Version 1 should have experiences, Version 2 for optimizations? * Need an idea for app implementation so everybody is on the same page * How to word it in documents for the implementation of Experience Editor? Needs to be assertive * V1: experiences, V2: upload pictures (database), V3: create custom experience |
| Conclusions |
| Action items   |  |  |  | | --- | --- | --- | | Description | Person Responsible | Deadline | |  |  |  | |  |  |  | |  |  |  | |

# **Next Meeting**

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| --- | --- | --- | --- |
| Date | Time | Location | Notes |
| Oct. 14 2017 | 10:00am | CSIL | Write documentation |

End time: 5:12 PM