**DMC**

**DATE: 24 July 2018**

**TIME: 19:00 – 22:15 (discord voice call)**

**ATTENDEES** Tom Gibbs, Elliot Chester, Henry Crofts

***GROUP MEETING @ DISCORD VOICE CALL***

**Meeting Aim:**

* Ensure all meeting information gathered from Pennoyers, RAFM Hendon and the Tank Museum is included within the team’s research document.
* Prepare any new information for discussion with Diss Museum.
* Review current draft of brief, identify areas which require further clarification from client and produce list of necessary questions.

**Meeting Minutes:**

All team in attendance.

Team reviewed collective notes from the weeks museum visits.

Notes were compiled into shared list of facts. Facts and ship events appropriate for potential inclusion within the final application were highlighted allowing for more specific discussion points with Diss Museum.

Team identified areas of brief which require more specific feedback from the client.

List of questions produced to guide client to provide necessary answers.

These questions focus further on:

* more specific target audience
* desired duration of experience
* exact dates of exhibition and deadline for the final product
* platforms for release
* request the client specifies which elements of the voyage/airship they consider essential for inclusion
* define a set range of possible interaction option the user has within the application (beyond simply showing 3D models in AR), e.g. games, overlaid visual effects etc

Team agreed to meet near to the client venue 15 minutes ahead of client meeting time to review material and confirm all questions and potential solutions were documented ready to discuss.

(Client meeting scheduled for 25 July 2018, 10:00 with client during previous client meeting)

**Tasks for the current week:**

* **After obtaining further design specification details from the client meeting, produce refined draft of the project brief.**