**DMC**

**DATE: 30 July 2018**

**TIME: 12:30 – 17:30**

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

***GROUP MEETING @ PROGRAMMING LAB, ATRIUM***

**Meeting Aim:**

* Use university whiteboards to create hand-drawn first versions of application screens to draft necessary interactions, UI icons, UI layout and screen transitions

**Meeting Minutes:**

All team in attendance.

Team began by including minimum number of screens required to provide imagined functionality:

* Splash screen
* ‘Collection’ screen
* Information screen
* Interaction screen
* Camera screen
* Credits screen

Through mock run-throughs of use of the app, the UI layout was iterated until more intuitive and both more descriptive and less intrusive.

Through the same use test, the screen transition pathways were iterated to allow for intuitive and predictable navigation of the application.

Photos of annotated whiteboard drafts uploaded to the group repository.

Team arranged to meet for another jam development session, 3 August 2018 @ 13:00 to agree which 9 events will be selected for inclusion as AR elements.