**DMC**

**DATE: 10 August 2018**

**TIME: 12:00 – 18:00**

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

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

**Meeting Aim:**

* To define a complete list of assets necessary to complete the project in full (not including stretch goals).

**Meeting Minutes:**

All team in attendance.

Team began by sharing the asset lists each member had produced as agreed in the last group meeting.

While discussing the assets and how the contents of each event would be included in the app, the team felt the user experience would be more appropriate for children if the stowaway cat selected in the previous meeting for event #5 was moved to event #1 and would serve as the app mascot and provide hints and help throughout the entirety of the app.

With a complete asset list, concerns were also raised regarding the time needed to produce the variety of assets necessary. The team agreed that mini games should be exclusively 2D reducing workload and battery drain of the app.

Team also agreed that to balance workload and to assign more time to testing and polish, the 5 planned mini-games should be reduced to a maximum of 3. An increased number of visual effects will be used to replace the mini-games removed from development as the time cost associated will be far smaller.

Revised AR events:

The 9 selected AR events:

1. Whoopsie the cat, smuggled on board by ex-crew member (narrative and help functions)
2. R34 take-off (and mini game)
3. R34 forward Gondola (and 3D view, overlaid effects)
4. Overview of the airship’s crew (and narrative)
5. Ex-crew member who smuggled himself aboard as a stowaway (narrative, dynamic visuals based on narrative)
6. Inclement conditions which interfered with navigation (and mini game)
7. Major, parachute descent to Roosevelt Field, New York (and mini game)
8. Airships landing in Roosevelt Field, New York (and overlaid visual effect)
9. Airship’s Pullham homecoming (and overlaid visual effect)

Remainder of the jam was spent producing an asset list for the screens and UI elements of the application. Each team member will produce a revised asset list of 3 assigned scenes prior to the next team meeting to be included within the development plan.

Team arranged to meet for another jam development session, 18 August 2018 @ 14:00 to define a complete list of assets necessary to complete the project in full (not including stretch goals).

**Tasks for the current week:**

* **Elliot to produce asset list for AR events 1-3, ready for discussion at start of next group meeting.**
* **Henry to produce asset list for AR events 4-6, ready for discussion at start of next group meeting.**
* **Tom to produce asset list for AR events 7-9, ready for discussion at start of next group meeting.**