**DMC**

**DATE: 18 August 2018**

**TIME: 14:00 – 17:45**

**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).
* Redesign UI layout and screen navigation due to inclusion of cat mascot and app guide/help functionality.

**Meeting Minutes:**

All team in attendance.

Team members shared their assigned assets lists, produced as independent for revised AR events plan.

These were discussed and combined into a single document, removing any duplicate assets. To this document, the team then added the UI elements asset list produced at the last team meeting to give a complete list of the assets required for the application.

Team amended the whiteboard drafted screens to make the app compatible with the updated AR events and asset list. Team members agreed that some of the functionality included in the most recent drafts was duplicated, no longer necessary or had become unintuitive.

* Team redesigned the collection and menu screens to allow for the cat mascot to be allocated more screen space for its advice to be displayed.
* UI layout was updated to provide more consistent button placement across screens, relevant to the users next available actions.
* The burger menu contents were updated to reflect updated app navigation
  + Settings menu position and orientation updated to make use of screen space more effectively
  + Audio menu position and orientation updated to make use of screen space more effectively

Photographs of updated UI layout and screen transitions to be uploaded to the group repository.

Team arranged to meet for another jam development session, 24 August 2018 @ 11:00 to compile a development plan inclusive of all design concepts completed so far, detailing estimated completion times and who will be responsible for each element (not including stretch goals).