**DMC**

**DATE: 16 October 2018**

**TIME: 13:30 – 16:00**

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

***GROUP MEETING @ A216, ATRIUM***

**Meeting Aim:**

* Priority of the team’s tasks
* Determine specifics to be sent to Peter
* Determine update to be emailed to Basil

**Meeting Minutes:**

All team in attendance.

Team discussed the weeks tasks. One of Tom’s tasks (to update the collection menu) is a blocker to one of Henry’s tasks (animated transitions between collection menu panels and information screen panels).

Henry does not have availability to work on this task until Wednesday at the earliest. Tom to complete task by Wednesday evening at the latest.

Team moved onto discussing the requirements specification which will need to be sent to Peter. Team agree the following:

* Model file type: **.fbx or .obj**
* Model polycount: **undecided**.
* Texture file type: **.png**
* Texture size: **undecided.**
* Descriptions of models: **agreed and planned.**
* Basic sketches of scenes: **agreed and planned.**

After negotiation team has made unanimous decisions on all aspects with the exceptions of polycount and texture size. While the team has a relatively good understanding of the proportional impact these numbers will have on mobile performance the team are unsure of the variation between hardware across a range of mobile devices.

The Augmented Reality camera required by the client’s application also must be considered as it is a significant draw on the device hardware.

Team were unable to resolve this through discussion so agreed to spend the remainder of the meeting producing a mobile application ‘stress test’, which can be installed on many devices quickly, to test the capabilities of a range of phones.

The application was created quickly – and pushed to git for any future testing needs.

Team used their own phones, university devices, as well as briefly borrowing devices from many other students to test the application. The team narrowed down the upper limit to a more reasonable range, though decided to wait before making a final decision as testing on more devices will yield a more accurate result.

Team will test the ‘stress test application’ across varied devices before the next meeting and use collected results to determine polycount and texture resolution.

Team moved onto discussing the update that would be provided to the client. Team agreed that this should be provided closer to the end of the sprint when tasks regarding visual additions are complete - so that we can provide the client with the most up-to-date and featureful version, without delaying the update.

Next team meeting arranged for Thursday, 18 October 2018 @ 09:00.

**Tasks for the current week:**

* **HC: Add information panel templates to the prototype scene, then prepare animated transitions from the collection menu to each information panel (new task)**
* **EC: unlock corresponding panel in collection menu and show button on camera screen (22 October sprint task)**
* **EC: when trigger has been detected in by the device camera, display a button in the scene which will take the user directly to that items information panel (22 October sprint task)**
* **TG: Collection screen menu functionality, to effect cat mascot (new task)**
* **All: Provide Client with a video of the updated prototype, explanation to accompany video and expected work over the next month (8 October sprint task)**
* **All: Create group chat with Peter Paterson and provide specification for production of assets (8 October sprint task)**

**Detailed task breakdown, task descriptions and time estimates added to JIRA sprint.**