**DMC**

**DATE: 2 November 2018**

**TIME: 13:30 – 13:50**

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

***COMMON ROOM, PROGRAMMING LABS***

**Meeting Aim:**

* Review sprint work
* Issues with Unity Collab

**Meeting Minutes:**

All team in attendance.

Team discussed tasks of the concluding sprint. All assigned tasks have been completed.

Team agree that inclusion of animations on each screen really add to the apparent quality of the application.

Both Tom and Henry are having compatibility issues with the current version of the Collab sync. Only Elliot is currently able to upload work to the collaboration record.

Team tried to resolve issue and believe it is a result of the AR prefabs Elliot has created during an earlier task. To avoid overwriting this prefab set-up as it now underpins the application’s functional design, both Tom and Henry will wait until Elliot has completed tasks negotiated at the next sprint start meeting, before completing and committing their own tasks so no progress is lost.

All team members satisfied with this outcome.

Next team meeting arranged for Monday 5 November @ 13:00.

**Tasks for the current week:**

* **HC - total time: 5h 15mm**
* **HC: Set up battery saver functionality (1h)**
* **HC: ‘Take off’ AR Event (3h 45m)**
  + **Find free use model of the R34 hangar – animate this to open, revealing the airship before take-off (1h 30m)**
  + **Animate take off (1h)**
  + **Import Peter’s model (10m)**
  + **Particle effects (45m)**
  + **Designing AR Event layout suitable for mobile device (30m)**
* **EC – total time: 4h 45m**
* **EC: Code review with Tom Gibbs to determine approach for adding functionality to application mascot (15m)**
* **EC: ‘Crew’ AR Event (4h)**
  + **AR Perspective effect (1h 30m)**
  + **Designing AR Event layout suitable for mobile device (30h)**
  + **Prepare mascot animations and mascot UI textbox within AR event to allow brief description of event (2h)**
* **TG – total time: 4h 50m**
* **TG: Code review with Elliot Chester to determine approach for adding functionality to application mascot (15m)**
* **TG: Update functionality of application mascot to show more relevant sprites/animations/text depending on user interaction and application progress (1h 30m)**
* **TG: 3D model control within information screens (1h 30m)**
* **TG: Add Peter Paterson WhatsApp correspondence to group repository, Add Client email correspondence to group repository (5m)**
* **Begin review of research gathered so far to identify areas that lack sufficient detail and must be explored in the coming sprints (1h)**
* **All: Sprint review meeting, Friday 2 November 2018 (30m).**

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