**DMC**

**DATE: 7 November 2018**

**TIME: 16:00 – 16:40**

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

***COMMON ROOM, PROGRAMMING LABS***

**Meeting Aim:**

* **Respond to changes in availability, assess sprint tasks**
* **Unity Collab issue**

**Meeting Minutes:**

All team in attendance.

Tom requested team attend impromptu meeting to discuss work availability for the current sprint as all team members have become aware of Game Anglia hosting student projects in addition to an already busy week schedule.

Team met to discuss workload for the week.

Team have critical deadlines for both dissertation and group project modules. All team members report that preparations for dissertations proposals, and group project studio-jams have taken more time than anticipated this week and this is likely to continue. All team members agree the new opportunity to enter group projects into GameAnglia is worth focusing on this week.

Team have agreed that the usual DMC commitments for the sprint should be briefly postponed. All team members have pledged to add any incomplete tasks back into next week’s sprint, which will then be completed prior to the close of that sprint.

Tom and Henry advised that unity Collab issue persists. Work cannot be synced to the main branch without loss of local work. When team is able to continue with DMC work, Elliot will look to resolve the blocking issue.

Henry confirmed update has been sent to Peter via WhatsApp. Tom to upload updated correspondence log to Git repository.

Scheduled discord call moved from Friday evening to ‘post-game Anglia’ (Saturday 10th evening) as all team members will be attending the showcase this Saturday. Team will revisit capacity for work, though all members predict continued preparation for group module tutor presentation will likely take priority.

**Tasks for the current week:**

* **HC - total time: 1h 35m**
* **HC: Stowaway AR Event**
  + **Create AR Trigger for ‘Stowaway’ event recognition, use template of inset character model to create depth perspective (20m)**
  + **Animate transition between ‘Stowaway model’ and ‘Stowaway Cook model’ based on user scroll distance (1h)**
  + **Build app to mobile device and test user functionality (15m)**
* **EC – total time: 2h 20m**
* **EC: Bad Weather AR event**
  + **Create AR Trigger for ‘Stowaway’ event recognition, use template of inset character model to create depth perspective (20m)**
  + **Animate R34 in flight amid inclement conditions (30m)**
  + **Create particle systems to represent cloud cover, rain, lightning (1h)**
  + **Build app to mobile device and test to confirm functionality and appropriate user viewing angles (30m)**
* **TG – total time: 2h 20m**
* **TG: Gondola AR event**
  + **Create AR Trigger for ‘Gondola’ event recognition, use template of inset character model to create depth perspective (20m)**
  + **Animate Gondola propeller to simulate motion during flight (30m)**
  + **Create particle systems to represent wind, emphasise propeller spin and engine exhaust (1h)**
  + **Build app to mobile device and test to confirm functionality and appropriate user viewing angles (30m)**

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