**DMC**

**DATE: 10 November 2018**

**TIME: 19:45 – 20:10**

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

***WATERFRONT BUILDING, FIRST FLOOR STUDY AREA***

**Meeting Aim:**

* **Review work capacity**

**Meeting Minutes:**

All team in attendance.

Team reviewed opportunities for work for the remaining sprint days, ultimately agreeing that time is needed for group presentation preparations as time so far had been devoted to dissertation proposals and Game Anglia preparation.

Henry pointed out that until the team has opportunity to continue work, Elliot will be unable to adapt most recent sync – meaning that currently Tom and Henry are unable to contribute completed work or future work before this issue is resolved.

Given that the Portfolio module begins Monday, following the group project presentation session the team will not have availability to hold the next DMC meeting until Tuesday 13 November.

Team are all fully committed to ensuring the incompletion of tasks is not repeated for the duration of the project.

With less demanding commitments in the coming sprint, the team will allow open tasks to roll into the next sprint, completing them alongside the upcoming tasks as per the project timeline.

Times and allocation of tasks will remain as per the project timeline, but be negotiated in greater detail at Tuesday’s meeting.

Next meeting arranged for Tuesday 13 November @ 12:00.

**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.**