**DMC**

**DATE: 13 November 2018**

**TIME: 16:00 – 17:15**

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

***GAMES LABS, COMMON ROOM***

**Meeting Aim:**

* **Review each member’s work availability**
* **Negotiate task times**
* **Assign tasks as per task timeline**
* **Arrange end of sprint meeting to review completed work and look to arrange client meeting to deliver presentation of updated prototype**
* **Unity collab sync**

**Meeting Minutes:**

All team in attendance.

All team members to remain committed to avoiding a repeat of the previous sprints incomplete tasks.

With the return to usual availability levels, team are confident that all tasks for the coming sprint (as per the project timeline) can be completed in addition to completing those not done last week.

Tasks for week beginning 12/11/18 were combed from backlog and added to the new sprint. Task times were negotiated between team members.

Team revisited Unity Collab issue – Elliot is certain that he can solve the issue by adapting his most recent addition to the sync. Elliot will aim to begin work on his tasks and adaption of his blocking sync as soon as possible.

Tom and Henry have agreed that if the problem is not fixed as a result of Elliot’s adapted work, we will need to seek tutor help immediately.

The team plans to have all AR events (with placeholder visuals) implemented by the close of this sprint. Following this milestone, the team will divide population of research, AR target creating and function polish tasks between team members - as per the project timeline.

Dependent on the client’s schedule, the team aim to formally present progress twice more to confirm client remains happy with work produced while there remains opportunity to alter application elements.

Team will hold an end of sprint meeting this week to review completed work and then to arrange a meeting with the client to present progress.

Next meeting arranged for Friday 16 November @ 12:00.

**Tasks for the current week:**

* **HC - total time: 5h 25m**
* **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 (30m)**
* **HC: NY Landing AR Event**
  + **Create AR Trigger for ‘NY Landing’ event recognition (20m)**
  + **Animate descent of airship model to ground plane, followed by crowds coming to the aide of the ship during mooring (1h 30m)**
  + **Create particle systems to represent engine exhaust, wind effects (30m)**
  + **Build app to mobile device and test user functionality (15m)**
* **EC – total time: 5h 50m**
* **EC: Bad Weather AR event**
  + **Create AR Trigger for ‘Bad Weather 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 (20m)**
* **EC: Home coming AR event**
  + **Create AR Trigger for ‘Stowaway’ event recognition (20m)**
  + **Animate R34 in flight above tank crew as in reference images obtained during initial research phase (1h)**
  + **Create particle systems to engine exhaust, tank engine exhaust, wind, celebration of tank crew (1h)**
  + **Build app to mobile device and test to confirm functionality and appropriate user viewing angles (20m)**
* **TG – total time: 5h 40m**
* **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)**
* **TG: Major AR event**
  + **Create AR Trigger for ‘Major’ event recognition, use template of inset character model to create depth perspective (20m)**
  + **Animate Major model to swing during parachute descent (1h)**
  + **Create particle systems to represent wind, emphasise player effects (30h)**
  + **Build app to mobile device and test to confirm functionality and appropriate user viewing angles (30m)**
* **All:**
  + **End of sprint meeting to review work, and begin arranging client meeting during next sprint, if client schedule still allows (1h)**

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