**DMC**

**DATE: 16 November 2018**

**TIME: 12:00 – 14:40**

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

***GAMES LABS, COMMON ROOM***

**Meeting Aim:**

* **Review sprint tasks completed, each member’s work availability for remainder of sprint**
* **Begin preparation of client presentation**
* **Fix Unity Collab sync issue**

**Meeting Minutes:**

All team in attendance.

Team’s tasks were reviewed, no tasks have yet been fully completed by the team. Team were all aware of this from discussions during the week.

Each team member has already agreed to clear their weekend schedules and complete all outstanding tasks before Monday.

Since the team failed to hold a jam last week, all team members agreed that a studio-jam session to complete tasks will be beneficial. This will not only allow the team to focus resources on each task, but will ensure the team still share a mutual understanding of the development plan and project timeline - and whether all agree the documents are still as fit for purpose as possible.

Team are confident and realistically expect all tasks will be completed prior to the close of the sprint.

Team members agreed Saturday will be spent independently beginning work and assessment of tasks, to identify any troublesome areas or points for further discussion with the group – before a jam on Sunday, from 13:00 until whenever tasks are completed.

To ensure the team will be able to dedicate the entirety of the jam to productive work, the team spent the remainder of the meeting (2 hours) identifying and resolving the Unity Collab issue which had been preventing Tom and Henry from contributing their work.

Team found issue was caused by conflicts in the main application scene between work from Henry and Elliot. To progress forward the team had to decide which version to keep and which to abandon and re-do.

Team agreed that although some of Henry’s work would be lost and he will need to remake lost events (as his tasks were more compartmentalized), Elliot’s version should be retained as it contains completed tasks crucial to the overall functionality of the app.

Once the merge conflicts had been resolved, Tom confirmed the correction successful by contributing work from previous weeks without issue. Henry will do the same when he is able to either recover a local copy or remake the lost events. If this proves too much work for Henry the team believes that there will be capacity over the coming sprints to accommodate all team members sharing tasks to make up for the lost work.

While team are confident that all tasks will be successfully completed within the sprint, team agreed to postpone contacting the client until the beginning of next sprint. This is because completion of this sprint’s tasks will see all functionality included within the application. Securing this milestone before contacting the client will allow the team to prepare the presentation and accurately set the tone for the meeting.

Game jam session arranged for Sunday 18, starting 13:00

**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.**