**DMC**

**DATE: 18 November 2018**

**TIME: 13:00 – 17:45 (break) 18:30 – 21:10**

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

***GAMES LABS, COMMON ROOM***

**Meeting Aim:**

* **Complete all outstanding tasks within a studio-jam**
* **Begin preparation of client presentation**
* **Respond to external modellers correspondence**

**Meeting Minutes:**

All team in attendance.

Team began meeting by discussing existing work. Yesterday (Saturday) each team member had reviewed outstanding tasks to assess how implementation would affect the existing structure of the application.

Team highlighted and discussed improvements which could be made to existing code which would allow for more straightforward implementation of outstanding tasks, more efficient app performance and enhanced user interaction:

* Tom’s touch and drag rotate scripts can be improved to ensure objects are always rotated relative to the user perspective. Rotation also does not currently reset to the identity matrix on reactivation of models.
* Current panel/target manager scripts can be rewritten to allow for rewriting of the cat mascot and battery saver scripts. All mentioned will be made more efficient and more easily readable.
* AR Inset prefab can be improved to allow new models to be dragged directly into the game object. This will be done before other tasks as it will directly reduce development time of multiple jam tasks which need to be completed today.
* Team also identified duplicate particle systems required by several AR events. While these particle systems require implementation today, they are a lower priority than the other functionality specified. The team will reallocate these elements of the tasks depending on each members progress later in the jam.

Team then began working through assigned tasks. Functionality of assigned tasks was competed, followed by adding particle systems, before the team moved onto optimizing existing code for efficiency and adding functionality to existing scripts highlighted at the start of the meeting.

Team successfully completed all tasks and the majority of the added tasks before ending work.

Team then tested the application on mobile devices to confirm appropriate functionality. Team were able to identify minor areas where user interaction could be improved, which will be implemented next sprint. Team will look to have external play testers use the application (in its current form) purely as a test of functionality.

Before ending the jam, the team reviewed project progress.

Team agree that development document sent to and agreed by client is still an accurate representation of the application the team is developing (only deviations being those agreed/specified by the client, since initially agreeing to our document).

Team also agree that the project timeline is still appropriate and accurately provides the teams priorities.

Team have noted that a message has been received from Peter (external modeler) regarding the airship model already received. Message references the construction of the model and whether it is performant in-app.

Team will test and respond to Peter in tomorrow’s sprint start meeting.

Due to time, team will also contact the client via email in tomorrow’s meeting. Now that team have been able to confirm their position - all necessary functionality implemented (only remaining elements are the inclusion of the historical research, inclusion of audio clips within the AR events, and revised visuals which the team await from external contacts) we are able to begin ordering the client presentation content.

Team have already requested tutor feedback and provided tutors with necessary materials for preliminary marking, earlier in the project. Team have not yet had a response from tutors. All team members agree tutor feedback should be sought this sprint, if possible.

Next meeting arranged for Monday 19 November, following Eddie’s Portfolio module session.

**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.**