**DMC**

**DATE: 23 November 2018**

**TIME: 14:00 – 14:40**

**ATTENDEES** Tom Gibbs, Elliot Chester, Henry Crofts | Basil Abbott

**Meeting Aim:**

* **Present current application version to client**
* **Obtain client feedback**
* **Confirm size, quantity and quality of AR trigger materials**

**Meeting Minutes:**

All team in attendance.

Team satisfied with quality of presentation given.

From discussion with client following the presentation, they appear to have understood our explanations and demonstration of the application functionality.

Client is very pleased with quality of models being provided by Peter (what he has currently provided and from being shown Peter’s portfolio).

Client thinks design of cat mascot is appropriate for target audience.

Despite these comments, it is clear clients main focus remains with the historical accuracy and inclusion of information within the app.

When discussing assets contributors, client was impressed by Peter Paterson’s previous interest in airships and requested the team pass on thanks and get permission from Peter to pass his contact information onto the client. Team will do this shortly.

Client remains happy with the selection of AR events. The ‘overview’ of the R34 was discussed. Client would like this to focus on the airship’s voyage, with only a brief summary of its creation/demise to bookend the story.

Client understood the ‘help screen’ instructional gifs, but did not follow the mascot instruction tutorial which is currently shown at the start of the app’s first launch. Client is concerned others may experience this issue.

Team proposed possible alternate approaches until one was reached the client felt more appropriate: mascot will be used in similar fashion to introduce the help screen at the start of the app’s first launch.

Team advised changes will be made.

Discussion moved onto poster designs. Client was made aware of certain borders/patterns that will be placed onto posters to aide in AR detection. Client is not concerned with visuals of the core geometric pattern which will be used for AR trigger recognition, as long as functional.

Client does not want museum logo to be included on posters, only ‘Diss Museum’ as the logo used is often changed to suit each event.

Client is unsure of their preferred poster size, due to possible interference with other exhibition events. Team made client aware that the AR trigger material will determine the size of the AR objects when viewed with devices. If team has time to accommodate a change in poster size, models to poster ratio can be amended, but the size of the poster is not something which can be changed on the day.

Team will design complete posters as per client discussion, team negotiated to demonstrate posters in A4 and A3 at the next presentation to help with the decision. Client appreciated this.

Team also advised that if different sizes are wanted/many test versions we would require funds from the museum to produce these. Client accepted this, but advised that choice will likely be between A4/A3.

Client raised Vuforia license cost. Client is still happy to pay for a month’s license. Team advised that we will notify the client ahead of time, when the application is finished, and the license is needed.

Client is happy to transfer funds at any point.

Before leaving, team requested one further meeting to present the application to the client in its ‘finished state’ (as per goals of DMC module, not the actual finished product with all assets included that is required by March).

Client understands the difference between ‘Module complete’ and fully complete.

Client requested team contact via email in early December to arrange a meeting for approximately mid-December as they currently are unsure of their schedule.

**Tasks for the current week:**

* **HC - total time: 6h**
* **HC: Attend group meeting to attend for client presentation (2h 30m)**
* **HC: Travel to Diss museum to present prototype to client (1h 30m)**
* **HC: Conduct playtesting with at least 6 external people to assess robustness of application functionality (1h)**
* **HC: Improve elements highlighted during playtesting (1h)**
* **EC - total time: 6h**
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**Detailed task breakdown, task descriptions and time estimates added to JIRA sprint.**