**DMC**

**DATE: 23 November 2018**

**TIME: 14:50 – 16:00**

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

***DISS, GREGGS***

**Meeting Aim:**

* **Review client feedback**
* **As a team, decide how to respond to client’s wishes and how this work will be allocated**

**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.

From client feedback, application design must be amended:

* **Client has requested a more sequential introduction to the application (via help screen) rather than the mascot introduction. Client wants users to see gif explanations that helped him to understand the use of the app.**

Team agreed with client in meeting to use the cat mascot to introduce the help screen at the start of the application, to help give context.

This will replace the current design of the cat mascot explaining the function of the application over the collection screen.

The visuals of this will be similar to that of the mascot in the camera screen which the client responded well to.

* **Client has requested the overview of the ‘R34’ screen contents be changed to focus on the events of the voyage, with only brief details of its creation and destruction included.**

Team have agreed to change the current contents which detail the complete history of the airship in brief.

* **Client requested size examples of posters**

Team will continue work on AR poster triggers. Triggers will contain geometric patterns as discussed with client. Posters will not include any logo of Diss Museum and will only include the museums text.

Different poster sizes will feature identical design.

Team discussed anticipated task times and required work for amendment of the design and functionality of the application. Team all agree that the client requested amendments will be able to be implemented within the module deadline.

In the coming sprint, the team will respond by allocating tasks to accommodate these changes.

**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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* **TG: Improve elements highlighted during playtesting (1h)**

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