**DMC**

**DATE: 3 December 2018**

**TIME: 16:45 – 18:40**

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

***A207***

**Meeting Aim:**

* **Review work completed from previous sprint tasks**
* **Confirm update work is reflective of what client requested in their feedback following the most recent presentation**
* **Review project timeline and development plan, assign tasks and negotiate completion times**
* **Provide the client with Peter’s contact information as promised**

**Meeting Minutes:**

All team in attendance.

*\*\*\* Note from previous sprint – team had agreed to hold a meeting Friday 30 November to discuss progress and complete outstanding work as a jam, however due to Henry’s transport issues he was not able to attend a physical meeting. Due to the visual and interactive nature of tasks this sprint, team agreed that a remote meeting would have been ineffective and so postponed jam-meeting to today (when Henry could attend) in addition to the usual team meeting.*

Team began by reviewing work completed in the previous sprint.

Team reviewed Henry’s updated UI icons. Henry advised these have not yet been included in the application but will be if team members approve changes. Team agree that these assets, while updated, are not a significant change from the previous prototype versions and not completely in keeping with the discussed style. Henry advised he had attempted to make the icons as discussed, though did run into unexpected difficulties using photoshop.

Team discussed and used whiteboard to draft an improved version, together, ensuring all team members were certain of the new design (all team members had already shared an understanding, but Henrys photoshop problems had caused the deviation).

All team members agree that the UI should be updated to this drafted version. Team also agree that redesign should be assigned to Elliot rather than Henry, as Henry experienced some difficulty using photoshop during the last sprint, where Elliot explained he has encountered these issues before and the team now all feel more confident in Elliot’s abilities to complete the task successfully.

Team reviewed the client requested revision made to the applications first use introduction. Team agree that this is much closer to the client’s updated request, though specific improvement could be made to the mascots UI during this initial phase. The current ‘speech’ bubble used, uses the same animation and function as found in the camera scene. Team require this speech bubble to update with the activity on-screen during the introduction, and the animation to be amended to appropriately house the necessary information.

Team reviewed poster designs. Poster AR trigger recognition is a vast improvement in reliability over previous trigger materials. Team tested AR events and confirmed the all unique designs work with each event, maintain AR recognition successfully throughout use.

Team discussed example use cases of A4 vs A3 designs. While the client will ultimately have the decision, the team agreed that having explanation of each size would aid the client in their choice.

Team discussed how large the AR event should be rendered with regard to the trigger poster (i.e. whether the poster in its entirety should be the trigger material or maintain the unique design as the trigger material). Team decided that this will be decided per event – though the ratio of the poster design does need to be amended to accommodate the different scale options (more centralized, and poster designs repositioned).

Team did also note that the Museum ‘logo’ had been included within the design. Elliot advised this was a small oversight. The client logo will be corrected and prototype posters re-printed.

Henry will handle these tasks to allow Elliot time to improve the UI icons.

Team discussed research which is being collated. Tom advised some research already gathered has had to be cut to prevent the application becoming endless text (inappropriate for target market). Team agree that tom should continue as per project timeline – continuing to research events and format the information into a more appropriate style for the application.

Team then compared the above-mentioned task modifications with the project timeline. Team agree that these modifications are to meet the clients feedback they are the most pressing issues and should be addressed in the immediate sprint.

All members agree that these are realistically achievable by the sprint end.

Team agreed that an appropriate time for meeting the client to give the final presentation would be in the modules final sprint (wc 17/12/18).

Tom will email client to pass on the external modeler’s contact information as promised, and to request a meeting during week begging 17 December 2018 to give the final presentation to the client, within the DMC module (as team will continue development for the client after completing the university module).

Assigned tasks will be continued individually, now that there is absolutely no doubt of a shared design understanding.

Team will then meet later in the week, prior to the end of the sprint to review completed work, hold a jam for any unfinished work, and confirm that all tasks are expected complete ahead of the sprint end.

Next meeting arranged for Friday 7 December @ 10:00.

**Tasks for the current week:**

* **HC - total time: 4h 40m**
* **HC: Reproduce geometric AR patterns as per discussion in team meeting 3/12/18 (1h)**
* **HC: Print posters to test effectiveness of 8 unique patterns produced, amend and retest if necessary (2h)**
* **HC: Update template poster design to accommodate all AR event sequences (1h)**
* **HC: Include functionality to allow mascot animation in collection screen (30m)**
* **HC: Print 2 functional poster designs, in A3 and A4, to test event scale (10m)**
* **EC - total time: 6h**
* **EC: Improve application UI icons as discussed at team meeting 3/12/18 (3h)**
* **EC: Improve application introduction screen partition ratio and animation sequence to allow for more efficient display of information (3h)**
* **TG - total time: 6h**
* **TG: Further research into and population of 'The R34' screen with research (1h 30m)**
* **TG: To research further into, format and populate information within Unity project for each AR event (4h 30m in total, 30m for each event):**
  + **1: Further research into and population of 'Whopsie the cat' information screen with research (30m)**
  + **2: Further research into and population of 'Take off' information screen with research (30m)**
  + **3: Further research into and population of 'Gondola' information screen with research (30m)**
  + **4: Further research into and population of 'Crew' information screen with research (30m)**
  + **5: Further research into and population of 'Stowaway' information screen with research (30m)**
  + **6: Further research into and population of 'Inclement Conditions' information screen with research (30m)**
  + **7: Further research into and population of 'Major' information screen with research (30m)**
  + **8: Further research into and population of 'NY Landing' information screen with research (30m)**
  + **9: Further research into and population of 'Homecoming' information screen with research (30m)**

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