**DMC**

**DATE: 10 December 2018**

**TIME: 12:00 – 13:00**

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

***COMMON ROOM***

**Sprint Aims:**

* **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**
* **Reimport and scale all AR event sequences to ensure compatibility with posters and each other**
* **Playtest application to test robustness of application functionality**

**Meeting Minutes:**

All team in attendance.

Team reviewed work from previous sprints tasks and confirm all complete.

Team reviewed JIRA and found Tom was only member to remember to advance tasks over the weekend. Elliot and Henry to update JIRA as soon as they are able.

Due to the nearing July 2019 project release date, the team now need to consider iOS app store licensing to make sure that the application can be released on both Android ad iOS as agreed with the client.

From research team has found the application process is relatively straightforward in terms of sign-up and wait time, though applications themselves require vetting before being allowed onto the store.

The team approached Chris Janes to ask to use the universities license. Chris advised the course does not currently hold a license, but he believes it is a strong possibility one can be obtained for use by all design/programming students.

Team emailed Chris to request a license.

The team reviewed the project brief and project timeline documents, confirming that we are on schedule to deliver the application as per the December expectations negotiated in previous weeks with the client.

Now that functionality has been included within the application, the remaining tasks focus on application quality.

From our own experience with the app the team is confident of the robustness of the application, not functional errors have been experienced and none reported from testers. Regardless of this, the team believe further playtesting should be conducted to ensure that all possibilities of error are eliminated.

A more vital element is the AR event sequences, the team has found that now new trigger material (posters) have been produced, the scale/speed/viewing angles of the AR sequences has been slightly altered. Team is concerned that users experience may now differ between sequences, where the team wish to provide a continuous experience.

Team have agreed to modify and reimport all AR sequences into the application again to ensure that proportions and animations are consistent across all screens.

Team members report that they have limited availability for work this week due to commitments of other modules (and portfolio module submission deadlines).

Team agree that the most effective work is produced within studio-jams. Team found the only capacity the team has to hold a studio-jam this sprint is Friday afternoon following portfolio module submissions.

Next meeting arranged for Friday 14 December @ 12:30 (after handing in for portfolio module). This jam will be used to rectify any outstanding issues with AR event sequences/Information screen sequences.

**Tasks for the current week:**

* **ALL TEAM MEMBERS (6h)**

**AR EVENT TASK TO BE COMPLETED AS PART OF SCHEDULED JAM**

* **Playtest the application with a minimum of 10 users to confirm robust functionality (2h)**

(Team does not have access to test application with sufficient number of testers from target demographic).

Team should aim to test with target demographic if able, otherwise playtesting should be conducted to ensure robustness of application functionality and record how users navigate the application without prompts from the team.

* **As part of a team jam session, re-import all AR event and information screen sequences (3h)**

Team to meet to review all AR event sequences and confirm that all have been included at a proportional scale with regard to the other events and poster trigger itself.

Team to review all information screen sequences and ensure perspective is appropriate for user interaction and well as scene effects not interfering with user interaction/UI.

If any of these criteria is not appropriate, team to rectify within jam.

* **Resolve issues made apparent during team jam and playtesting sessions (1h)**

Time reserved to correct any issues highlighted during playtesting, or extra time to ensure correct set-up of AR events.

If this is not required, team will meet to agree how tasks can be assigned to further polish the application.

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