**DMC**

**DATE: 20 December 2018**

**TIME: 13:40 – 19:45**

**ATTENDEES** Tom Gibbs, Elliot Chester, (remotely) Henry Crofts

***COMMON ROOM***

**Sprint Aims:**

* **Implement clients 2 requested changes:**
  + **True photographs in place of AR screenshots**
  + **More specific description of airship destruction**
* **Complete project post-mortems**
* **Identify project responsibilities moving forward**

**Meeting Minutes:**

Meeting slightly delayed due to broken door and confusion over accessible uni buildings.

Tom and Elliot in attendance. Henry unable to attend but was able to communicate with team via discord during jam. Jam started.

Team confirm sprint starting 17/12/18 complete.

New sprint started to reflect new goals based on client feedback.

Tom began working through ‘real-life’ images tasks, using input from Elliot and Henry to help select images.

Team did debate the most appropriate image for the ‘weather’ event, though all eventually agreed to select the image of the map from the voyage which plotted the course of the R34.

Team will use real life photographs for all events, though as discussed with the client at yesterday’s presentation; the museum will try to supply specific images of Major Pritchard, the weather conditions and further events – so although real photographs will be used they can act as placeholders.

Once images were selected, Tom and Elliot began editing and resizing the images to include them within the application. Tom then started amending the overview description to include more detail about the demise of the airship, based on the information agreed with the client.

Team built the application to confirmed changes successful.

Team then discussed application functionality, any potential improvements and testing for bugs.

Team did identify four issues not noticed during external playtesting:

* When transitioning to information screen from corresponding camera screen context button the information model is not rendered for homecoming and NY landing events.
* Unreliably information screen #9 renders model #8 (sometimes renders 8, sometimes 9 with the team not being able to identify determining factor).
* Part of the animation during the ‘help screen’ introduction is on an incorrect layer and disappears behind UI elements.
* Ground plane used for context in Homecoming and NY landing events should be made square rather than circle to preserve theme throughout app and give a more ‘realistic’ augmented reality extension from the square poster trigger material.

The team worked together to solve the problems. Once fixed team reformatted the scene and tested to confirm. Playtesting revealed no issues.

As changes were being made to the main scene progress was slow as only one team member could complete work at any time to avoid merge conflicts.

Due to this, the polish phase of the jam overran significantly.

The team anticipated being able to record the revised application version within this studio-jam, but the bottleneck in being able to prevent tasks mean that this will have to be pushed to a final, brief jam tomorrow.

Henry advised team that he is not able to travel to Ipswich tomorrow and the team acknowledged this.

Elliot and Tom will meet tomorrow at 12:00 to record a demonstration of the application before it is edited by Elliot and sent on to the client.

**Tasks for the current week:**

**All (3h):**

* **Complete module postmortem (1h)**

To be completed independently. Each member must complete a postmortem as provided by Rob Kurta. Submit this to group repository.

Must be uploaded to the group within [root folder -> Postmortems]

* **Record revised demonstration of app in use (1h)**

With updated client features, record use of the app for the client and tutors.

* **Final polishing and testing of app functionality (1h)**

Within jam, the team will test all application functionality. Time is reserved in case team decide any aspects can be further improved or require fixing.

**Tom (additional 2h):**

* **Source update ‘real-life’ images as per client request (1h)**

As per discussion with client at presentation 19.12.18: find actual photographs of the R34 to be used in collection screen panels and information screen when batter saver is not active.

Images selected must be appropriate for events they are attached to.

* **Update overview information as per client request (1h)**

As per discussion with client at presentation 19.12.18: update the overview information to give further specifics of the R34’s destruction.

**Elliot (additional 2h):**

* **Include final images within collection and information screens (30m)**

Once provided as a result of Tom’s task, include appropriate ‘real-life’ images within application.

* **Edit application demonstration video (1h 30m)**

If required, edit the application demonstration video and upload to the group repository.

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