Meeting Notes for 2018-1-4

Members present: Chris Bokkam, Richard Cunard, Braxton Cuneo

Action Requirements:
- Add edits to SDD Latex file - Braxton
- Prepare email for all clients (including Intel) including an update report - Everyone

1. The meeting began with Braxton soliciting feedback on his draft of an update to the SDD. The group agreed that his work was sufficient, and that his design seemed sound.
2. Braxton then explained that whether the program would use OpenCL or GLSL C# implementations would depend on the version of the software the team decided to use, due to compatibility matters.
3. Braxton stated that the first part of developing the application would focus on working with a single 'block', which Richard agreed would be the best place to start, given that the main challenge of implementation would be the handling of calling the renderer.
4. Richard then brought up a small debate between him and Braxton regarding block selection, with the options of using a 'laser pointer' or physically moving the controller to the space containing the block in question. Chris responded that both were options, and that it would work to attempt both and see how they worked.
5. The group ended the meeting with the agreement to send out updates to Dr. Bailey, Dr. Winters and Bryan, as well as a progress report to update Bryan about what has been happening for the past month.