**Meeting Minutes 17.02.2020**

Keep working on documentation

For next time - project plan, proposal, research technologies need to be readied in the next meeting

We figure out everything about the application

We can use unity

The project does not have limitations

Make sure when you have a UI, come up with challenging scenarios

Don’t be too ambitious - know your limit.

More important to hand thing in time and working, rather than fancy stuff

Read on the difference between simulation and emulation

The team decides. No restrictions on the project. Make a mscw table for the movement and different layouts.

Meetings - Tuesday or Wednesday morning

Make sure we have a Gantt chart in the project plan

Make tasks smaller -> break them down as much as you can

Try out a lot of new things.

Contact the mentor Tuesday evening; best - in person

Submit documents two days before the meeting - read the documents; otherwise send an email

Stick to the minutes

Next meeting - Tuesday 11:00 3rd of March