**Week 10**

(4th April – 11th April)

**Meeting**

(Thursday 4th April)

**Attendees:**

* Cameron Armstrong
* Daniel Olsson
* Jack Fisher
* Joe Douthwaite
* Josh Whelan
* Sehun Babatunde

**Meeting Log:**

* Continue working on sub-group tasks to work towards final application implementation ready for demo.

**Actions**

* Cameron Armstrong
  + Main menu and game board. (3 hours)
* Daniel Olsson
  + Multiplayer for Unity and Vuforia.
  + Work to implement Multiplayer for Unity and Vuforia in AR environment.
  + Finding Multiplayer AR Documentation (1 hours total)
* Joe Douthwaite
  + User interface. (3 hours)
* Josh Whelan
  + User interface. (3 hours)
  + Augmented reality cards and models.
* Jack Fisher
  + Single player game.
  + Augmented reality cards and models. (3 hours)
* Sehun Babatunde
  + Work to implement Multiplayer for Unity and Vuforia in AR environment.
  + Finding Multiplayer AR Documentation (1 hours)