**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**

*A description of how much time was spent during the week by each member and the actions performed during this time.*

* Cameron Armstrong
  + Main menu and game board. (2 hours)
* Daniel Olsson
  + Multiplayer for Unity and Vuforia.
  + Work to implement multiplayer for Unity and Vuforia in AR environment. (2 hours)
* Joe Douthwaite
  + User interface. (2 hours)
* Josh Whelan
  + User interface. (2 hours)
* Jack Fisher
  + Improve single player game and advise on how multiplayer can be implemented.
  + Add remaining models and assets. (3 hours)
* Sehun Babatunde
  + Work to implement Multiplayer for Unity and Vuforia in AR environment.
  + Finding multiplayer AR documentation. (2 hours)