**Week 13**

(25th April – 1st May)

**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.
* A Final Look through
* Feedback
* Offered final suggestions & improvements
* Clean Up
* Started Work on Critical Review

**Actions**

* Cameron Armstrong
  + Main menu and game board.
* Daniel Olsson
  + ~~Multiplayer for Unity and Vuforia. – Couldn’t find a suitable multiplayer implementation in AR~~
  + Tutorial screen (design and implementation)
  + Critical Review
* Joe Douthwaite
  + User interface.
  + Tutorial screen
  + Offered suggestions on UI designs
* Josh Whelan
  + User interface.
  + Helper script
* Jack Fisher
  + Single player game.
  + Augmented reality cards and models.
* Sehun Babatunde
  + ~~Multiplayer for Unity and Vuforia. – Couldn’t find a suitable multiplayer implementation in AR~~
* Tutorial screen (design and implementation)

**(3 hours)**