**Week 2**

(7th February – 14th February)

**Meeting**

(Thursday 7th February)

**Attendees:**

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

**Meeting Log:**

* Split the technical plan into separate sections for each member to complete.
* Research further into autism and augmented reality for our technical plan and user analysis.
* Brainstorm and discuss application ideas.

**Actions**

The Technical Plan was split up and each member assigned themselves to a task to be uploaded before the 22nd February deadline:

* Cameron Armstrong
  + Outline of proposed solution to allow feasibility to be assessed.
  + Any significant risks and actions to avoid, reduce or tackle them.
* Daniel Olsson
  + Estimate of how much the project will cost.
  + Worker time, cost per day and overheads.
  + Commercial software license costs.
* Jack Fisher
  + Description of the application demonstrating initial investigation.
  + Envisaged usage scenarios.
* Joe Douthwaite
  + Team processes and operational procedures.
* Josh Whelan
  + Outline user interface/interaction designs for the AR application.
  + Evaluation of alternative potential approaches.
* Sehun Babatunde
  + Investigation methods, development lifecycle and application structure.
  + Implementation approaches.

The User Analysis was split up and each part was to be uploaded before the 22nd February deadline:

* Cameron Armstrong, Joe Douthwaite, Josh Whelan, Sehun Babatunde
  + Challenges this presents to the users.
  + Challenges this presents during play.
* Daniel Olsson
  + Types of impairment experienced by our chosen user group.
* Jack Fisher
  + Current approaches to addressing these challenges.
* Jack Fisher
  + Researched current approaches and techniques used to help people with autism and which of these would be suitable for our application. (2 hours)
* Cameron Armstrong
  + Drew up an outline of a solution to allow feasibility of the application to be assessed.
  + Researched significant risks and actions to avoid, reduce or tackle them. (2 hours)
* Daniel Olsson
  + Drew up and researched a plan to estimate of how much the project will cost.
  + Worker time, cost per day and overheads.
  + Commercial software license costs. (2 hours)
* Joe Douthwaite
  + Researched team processes and operational procedures. (2 hours)
* Josh Whelan
  + Outlined user interface/interaction designs for the AR application.
  + Wrote an evaluation of alternative potential approaches. (2 hours)
* Sehun Babatunde
  + Researched investigation methods, development lifecycle and application structure.
  + Implementation approaches. (2 hours)