**Week 4**

(21st February – 28th February)

**Meeting**

(Thursday 21st February)

**Attendees:**

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

**Meeting Log:**

* Draw the discussed UI.
* Discussed possible features and their implementation.
* Start producing rough prototypes.

**Actions**

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

* Cameron Armstrong
  + Design the main menu system, game board and rough prototypes. (3 hours)
* Daniel Olsson
  + Started planning out multiplayer for Unity and Vuforia.
  + Research Unity multiplayer and collect documentation.
  + Research AR Multiplayer information. (3 hours)
* Joe Douthwaite
  + Started planning and mapping the user interface. (3 hours)
* Josh Whelan
  + Started planning and mapping the user interface. (3 hours)
* Jack Fisher
  + Single player version of the game as proof of concept.
  + Augmented reality cards and models. (4 hours)
* Sehun Babatunde
  + Started planning out multiplayer for Unity and Vuforia.
  + Research Unity multiplayer and collect documentation.
  + Research AR Multiplayer information. (3 hours)

Project GitHub <https://github.com/crouchbindset/professionalskills>