**Week 5**

(28th February – 7th March)

**Meeting**

(Thursday 28th February)

**Attendees:**

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

**Meeting Log: Came up and started working on an alternative to multiplayer**

**Discussed and worked to make the UI more user friendly**

* Cameron Armstrong
  + Started planning for Main menu and game board & rough drafts (3 hours)
* Daniel Olsson
  + Started planning on multiplayer for Unity and Vuforia. . (3 hours)
  + Finding Multiplayer Tutorials and documentation
  + Finding AR Multiplayer information
* Joe Douthwaite
  + Started planning and mapping the User interface. . (3 hours)
* Josh Whelan
  + Started planning and mapping out the User interface. (3 hours)
* Jack Fisher
  + Single player game.
  + Augmented reality cards and models. (4 hours)
* Sehun Babatunde
  + Started planning out Multiplayer for Unity and Vuforia. (3 hours)
  + Finding Multiplayer Tutorials and documentation
  + Finding AR Multiplayer information