**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:**

* Create an example multiplayer application in Unity
* Discussed and worked to make the UI more user friendly
* Literature review and ethical issues report.

**Actions**

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

* Cameron Armstrong
  + Continued with implementing main menu system.
  + Research and writing for literature review. (3 hours)
* Daniel Olsson
  + Continued research into Unity multiplayer.
  + Research and writing for ethical report. (3 hours)
* Joe Douthwaite
  + Create wireframe designs for UI.
  + Research and writing for literature review. (3 hours)
* Josh Whelan
  + Create wireframe designs for UI.
  + Research and writing for literature review. (3 hours)
* Jack Fisher
  + Complete a first prototype for augmenting models onto cards.
  + Research and writing for ethical report.
  + Compile and finalise ethical report and research review for submission. (4 hours)
* Sehun Babatunde
  + Continued research into Unity multiplayer.
  + Research and writing for literature review.
  + Setup a simple multiplayer game in Unity. (3 hours)

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