**Week 8**

(21st March – 28th March)

**Meeting**

(Thursday 21st March)

**Attendees:**

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

**Meeting Log:**

* We will use generic cards to allow the user to change themes.
* The game will use a central card to add a terrain environment to be used as a board.
* Began using MoSCoW to prioritise tasks and features.

**Actions**

The group identified the key requirements together; these were then discussed and prioritised using MoSCoW analysis. **Each member’s time spent: 2 hours**.

* Joe Douthwaite and Josh Whelan:
  + To research, analyse and design a user interface for the augmented reality app. Agreed a simple version will be overlayed on the augmented reality application itself to begin with. Time permitting, virtual buttons will be added as an option to give the user the choice between physical buttons & virtual buttons.
* Jack Fischer and Cameron Armstrong
  + Card interactions?
* Sehun Babatunde and Daniel Olsson
  + Multiplayer?