**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 application.
  + Agreed that a simple version with physical buttons will be begin with.
  + Time permitting, virtual augmented reality buttons will be added.
  + Add an option to give the user the choice between physical and virtual buttons.
* Jack Fisher and Cameron Armstrong
  + Add dynamically changing models which change depending upon the chosen theme.
  + Research into image target interaction when two targets are within range.
  + Research into adding data to cards and models such as names and statistics.
* Sehun Babatunde and Daniel Olsson
  + Multiplayer?