**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.
* We will start working on our design review presentation and application demo.

**Actions**

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

The group identified the key requirements together; these were then discussed and prioritised using MoSCoW analysis.

* Cameron Armstrong
  + MoSCoW prioritisation of tasks.
  + Work on the design review presentation and script. (2 hours)
* Daniel Olsson
  + Research into multiplayer with Unity. (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.
  + Create wireframe designs of our interface for the design review. (2 hours each)
* Jack Fisher
  + Add dynamically changing models which change to the current card model.
  + Research into adding data to cards and models such as names and statistics.
  + Develop a working single-player demo for the design review presentation.
  + Create physical cards to be used for the application.
  + Plan and create an overview for the design review presentation. (4 hours)
* Sehun Babatunde
  + Research into multiplayer with Unity.
  + Evaluation of the proposed design process.
  + Proposed ideas for circumventing potential design problems. (3 hours)