**Week 9**

(28th March – 4th April)

**Meeting**

(Thursday 28th March)

**Attendees:**

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

**Meeting Log:**

* Continue working on our design review presentation and application demo for the deadline.
* Research further into multiplayer for Unity and how to implement it into our application.
* Consider alternatives to multiplayer.

**Action log**

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

* Cameron Armstrong
  + Finalised the presentation and expanded the script.
  + Research into virtual buttons & analysed trade-off between virtual buttons and traditional 2D flat buttons. (2 hours)
* Daniel Olsson
* Help to finish the design review presentation and script.
* Contributed ideas to the presentation and own part to the script. (2 hours)
* Joe Douthwaite
* Help to finish the design review presentation and script.
* Contributed ideas to the presentation and own part to the script. (2 hours)
* Josh Whelan
* Help to finish the design review presentation and script.
* Contributed ideas to the presentation and own part to the script
  + Further research into UI (2 hours)
* Jack Fisher
  + Finish a demo version of the application.
  + Finalised the presentation and expanded the script. (3 hours)
* Sehun Babatunde
  + Created a Unity project using multiplayer to be used as a reference.
  + Help to finish the design review presentation and script. (2 hours)