Meeting Minutes – Design Masterclass.

Friday 8th February 2019, 12:30

Attendees: Michelle Francis (client), George Heath-Collins, Daniel Poklidek

In this meeting we showed the client the current progress of the application which featured Dan’s reworking of George’s WWWForm Unity Code which delivers the User’s answers to a GoogleForm for Michelle’s research.

It also featured the images of the doll’s house that Michelle requested we use, even though the assets were low in resolution.

In terms of feedback, Michelle was happy with the progress of the project and asked us what we thought of it. As the application is to be used by children in PSHE lessons and needed to be aesthetically interesting, it was suggested that maybe we could model the house in 3D. Michelle was concerned that maybe it wouldn’t run on tablet hardware but Dan was confident modern hardware could run it without issues. As such, Michelle said that she was happy for us to move the application to 3D. We have 3 weeks to demonstrate a 3D version running on tablet hardware.

In terms of languages, Michelle has decided that we should translate the game to Polish due to the increase of Polish migrants in the UK. She also said that she can get the questions translated to Albanian and Sorani for us. For now though, we have agreed to develop the application in English and translate the product later on towards the end of development.

The application has been nominated for an award and due to this, it should reach completion in March.