**Embedded Systems Development Group Meeting 3**

**Meeting Details:**

* Time: 1:00pm – 2:00pm
* Date: 21/11/13
* Location: Project Room

**Minute’s taker:** Thomas West

**Meeting Agenda:**

* A discussion of the previous meeting minutes
* Assign weekly research between group members
* Audio streaming with QT (Server->Client)
* Coding standards
* How to install and use QT

**In Attendance:**

**Members not present:** None (All present)

**Weekly Research/work delegation:**

The team has agreed to each be assigned a piece of work to do over the week and discuss what they have discovered to the group in this weekly meeting. This week we were aiming to continue with the work that we had done up to that point, ensuring that everything was kept to a standard.

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| Name | Research area |
| Thomas West | Help with MVC, work on the web server/s, amend FSD based on feedback |
| Greg Masters | Continue work on the client try to get some streaming working |
| Alex Hobbs | Try to get some i/o from the keypad |
| Hevlain Nana | Continue work on the functional specification and documentation |
| James Dibble | Continue working on the web server/s |
| Richard Clark | Try to get QT streaming from server to client |
| Tim Norris | Finish research into MVC and try to get a basic kiosk together |

**Coding standards:**

We decided that as a group we need to keep all code to a consistent level using coding standards. The vast majority of the standards that we decided to use are set by the industry. On the web services end we’re able to use an extension called StyleCop which will allow the prevention of check-ins to the repository where any of these rules have been broken. In terms of the C++ that will be used for the client code this isn’t as straight forward; there isn’t a way of enforcing this, it is just a case of trying to remember to and using code-reviews.

**Audio streaming with QT and setting up QT:**

The group discussed how to implement QT on the client side. The week’s research meant that we were able to create an example project of a client playing a file. Streaming works in the same way from a client point of view but we need discover what work is required from a server point of view. This will be done over the following week.

**Follow up meeting:**

* Time: 1:00pm
* Date: 28/11/13
* Location: Project room