**28/11/2019**

**Participants:**

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**Discussion points:**

* Code review of last years codebase - Pre-existing code base is for the V1 kinect.
* Objectives of old project were different - We can use the old project as a starting point for our objectives.
* Challenges - Still in the researching phase, working out the best method for combining multiple kinects.
* Intended final product - Detailed in MoSCoW: Educational 3D model is the focus using multiple kinects to allow accurate playback of dance. Once that is working we are interested in looking into getting the algorithm for generating a likeness score working.
* Why multiple kinects - Each kinect will create an individual skeleton for each person and those will be combined together for improved accuracy.
* Unable to cover a whole dancefloor due to limitations of the Kinect - We can use our project as a starting point and as a feasibility test. It is important for Adrian and Co to know what the limitations of the project/kinect are for future use.
* Some of the other phases might be linked, so we should let them know before we start work on any of the other phases.

**QA:**

**Q**: Old project only used one kinect?

**A**: Yes, so will need to be adapted for multiple kinects if we plan on using any of the code from last year.

**Q**: How involved was Shaun with last year's project?

**A**: Not at all, only received the code base a couple of months ago.

**Q**: How different are the Kinects?

**A**: Different SDKs so we have bought the new V2 unity asset which is in the GitHub repo that we will be sending to Shaun. If we reuse any of the Unity code from last year it will need to be adapted for the Kinect V2 asset. Microsoft's SDK for the V2 also doesn’t support multiple kinects so open source SDKs will need to be used.

**Q**: How many people will be trackable?

**A**: Kinect V2 is able to track up to 6 people; Extra kinects do not increase that total because they will be tracking the same people for improved accuracy for the model generated.