**Date Held**: 02/17/2014

**Attendance**: Dr. Mark Johnson, Dr. David Schneider, Thor Smith, Steven Ellis, Stephen Carlson

George Hadley was not at the review, but in preparation for the review he suggested that our device could be used to give tours as well. In response to this we made available the absolute GPS coordinates of the player to the upper level application in addition to the relative coordinates.

Talking points during the mid-review included:

1. How do we as a team make tradeoffs? Why is one decision better than another?
   1. A suggestion was made to use weighted system to evaluate user experience.
2. It was suggested to add additional test requirements for the user experience to make them more measureable.
   1. Ask users to complete a set of tasks.
   2. Place items in a known location in space and observe drift.
3. It was suggested to mitigate risks by finding alternatives for GPS to prevent “jumping” when the GPS detects movement.
4. It was suggested that insight could be gained by trying out and comparing our design to existing designs.
5. Add decision points to timeline to decide when too much time has been spent implementing a feature and alternative strategies to explore.