Client Meeting

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| Minutes | 19/04/18 | 3:30 pm | AMDC303 |

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| Meeting called by | Lyndon |
| Type of meeting | Client |
| Facilitator | Lyndon |
| Note taker | Keagan (later consolidated by Ayub) |
| Timekeeper | --- |
| Attendees | Lyndon, Jimmy, Krishna and Keagan |

## Agenda topics

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| [Time Allotted] | [**Agreement form** | Lyndon |

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| Discussion | * Hardcopy shall be reviewed by client. * Client shall sign an electronic copy of agreement * Will then be signed by Swinburne and the Team |

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| [Time Allotted] | [**REQUIREMENTS SPECIFICATION** | Lyndon |

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| Discussion | * Team currently Documenting and Planning * Client is happy with design so far * Client approves using green screen for background * Video needs to be creating showcasing the concept (can be faked for now) * Talk about Lag/Delay → can use direct connection for presentation purpose * Client Advice →Send only hand gestures to reduce amount of data sent also reducing video resolution will help * Hand gestures to be sent at lower rate to sync with processing suggested * Client leaves technical decisions to team, just wants gestures to be recognizable. * Using 3rd device rather than Bluetooth to connect glasses suggested * Client agrees as mobile device shall act as server in between |

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| [Time Allotted] | [**use cases** | Lyndon |

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| Discussion | * Use case diagrams showed to client including feature tree * Client happy with use cases * Client Advice → Make sure not to use too much processing and object recognition can come later on not required for hand gestures * Activity diagram showed to client |

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| [Time Allotted] | [**Sprint Estimation** | Lyndon |

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| Discussion | Semester 1   * Will focus on documents and high level design * Spike shall be created to implement prototype * Data streaming first priority of team * Some functionality to be implemented in next week which will be implemented onto glasses * Client ok with team working in winter break   Semester 2   * Plan to deliver image processing, hand gestures along with meat processing in next semester |