**RECORD OF MEETING**

**NEXT MEETING: 11/07/2019**

Recorded by Team1(ITECH3208)             email: azit.ghising@gmail.com

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| Date: | 07/08/2019 | | Time: 10:00 am | | Closed: 11:00 am |
| Venue: | ATMC Druitt Street | |  | |  |
| Present: | Chat over Phone with Damian Moratti (CEO) | |  | |  |
| ISSUES: | | DECISION: | | ACTION BY: | |
| 1. How many stakeholders are in this project and who they are? | | There are many stakeholders in the liminal VR department. | | Team1(ITECH3208) | |
| 1. What are the roles of these stakeholders? | | They are the CEO and the head of each departments on specific part. | | Team1(ITECH3208) | |
| 1. What are the functional requirements and the qualities in terms of usability, correctness, efficiency, adaptability and speed? Address the requirements needed to be prioritize at first, if any? | | Gameplay and Interactivity,  Motion,  Visual design | | Team1(ITECH3208) | |
| 1. What are the non- functional requirements and the qualities in terms of security, performance, colour scheme and branding? Address the requirements needed to be prioritize at first, if any? | | Colour, Sound Effect | | Team1(ITECH3208) | |
| 1. Is there any specific methods, tools and techniques needed to be followed in this project? | | Blender and Unity | | Team1(ITECH3208) | |
| 1. Is there any specific terminology needs to be followed? | | No specific Terminology | | Team1(ITECH3208) | |
| 1. Can you also help to explain the research in the Luminal Psych Docs or provide any materials regrading this? if possible. | | Appealed access for the Psych Docs and Oculus Go. | | Team1(ITECH3208) | |