

Engineering Art - sdmay24-17

- Ally Whitmer - Team Lead / Frontend Designer (present)
 - Zheyuan Zhang - Hardware Lead (present)
- Grant DeWaay - Artistic Designer / Software Developer (present)
 - Austin Krekula - Cyber Security Lead (present)
- Bahar Hashemimovahed - Hardware / Software Developer (present)
 - Karandeep Sandhu - Hardware Developer (absent - no show)

DISCUSSION

review design /lessons from 491

- Prototype
- Communication as a team
- Work as a team

Changes/improvements

- Use GitLab issues more
- Create more prototypes based on best parts of designs

objectives for 492

- Include Touche in design
- Work with Unity
- Incentive / game aspect of project
- Make presentation more fun

Schedule/milestones

- Pull prototype out and reanalyze it
- Identify prototype improvements and changes
- Updated Prototype
- Sketch design for User Interface
- Sketch Dataflow layout within software (backend/ data processing)
- Polish back end and user interface

team process

- Ensure team members are free to communicate ideas for direction and improvement
- Team meeting reminders (all contribute)
- More than 1 meeting per week (Fridays at 10am - 11am)
- Add to final deliverable every other week and mark contributions
- Assign each person a task every week

q&a

- How do we implement the Touche project
 - Advice from client needed
- What other aspects can we prototype
 - Software
 - Display

SUMMARY

Main Points

- We need to improve communication so all team members know when meetings are and what plans for the prototypes are.
- Good job! Keep Fighting!

Decisions Made

- Meet every other Monday from 10-11 with our client/advisor and meet every Friday from 10-11 for a work/planning time.
- Team members send out reminders of meetings the night before.
- Assignment of task and purpose to team members. Individual tasks. To be decided in weekly meetings.

Actions to be Taken

- Read over Touche papers and start prototyping

Next Steps

- Meet with Advisor
- Decide on future meeting agenda
- Discuss new prototype design