

Group Meeting #26

Date 17 September 2015
Time 11:00 am
Location WT Meeting Room - WT106.

Attendees

Jason Gerbes, Joshua Son, Paul Lee, Sean Young, Alexis Rabadan.

Minutes Recorder

Jason Gerbes.

Absences

None.

Meeting Agenda

- Discuss new group member roles.
 - Demo current app status.
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1. Approval of minutes of last meeting

- 1.1. The group is in agreement that the minutes of the last meeting are an accurate record.
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2. Status of prior meeting arrangements

- 2.1. The new Group Compact has been completed (see version 2.0)
 - 2.2. Sean has completed writing the user stories.
 - 2.3. Josh has confirmed the suitability of the user stories.
 - 2.4. Paul obtained information from Alexis regarding the SQLite database.
 - 2.5. Jason has made some progress with app UI and poster (as demoed).
 - 2.6. Josh and Sean have finished the diagrams.
 - 2.7. A revised version of the Group Member Roles (Version 3.0) has been created by Jason.
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3. Discussion of Project Development

- 3.1. Paul demoed the current application status.
 - 3.1.1. Get accuracy value unknown.
 - 3.1.2. Need to know devices current heading for display of nodes.
 - 3.1.2.1. Possibly use different blends of sensor fusion to smooth out data.
 - 3.1.2.2. Use a property in some cases for something that is updated regularly.
 - 3.1.2.3. Use delegates to send through updates when required.
 - 3.1.3. Currently able to create a node and display the node on the device's screen.
 - 3.1.4. Currently returning strings
 - 3.1.4.1. Alexis suggests instead returning raw data
 - 3.1.4.2. Memory problems associated with using Strings.
 - 3.1.5. Nodes are stored in a database
 - 3.1.6. Runtime error when no GPS available
 - 3.1.6.1. Alexis suggests using a mock location

- 3.1.6.2. If !UNITY_EDITOR, then use the real GPS location, otherwise use a mock location.
 - 3.1.7. Deployment to physical device instead of simulator is preferable
 - 3.1.8. Alexis will send Paul a debugger script for Unity
 - 3.1.9. Android deployment target 4.0 or later
 - 3.1.10. Primary development focus from this point:
 - 3.1.10.1. Paul will work on adding nodes.
 - 3.1.10.2. Make the files runnable in unity editor.
 - 3.1.10.3. Read documentation about asset bundling.
 - 3.1.10.4. Look into how updates will be actioned.
 - 3.1.11. Plugin would be able to add nodes to the server
 - 3.1.11.1. Upload the node info to the server
 - 3.1.12. Should be using namespaces for every class.
 - 3.1.13. SerializeField to make them visible in the inspector.
 - 3.1.14. Use Headers to group fields. Keep header seperate.
 - 3.1.15. Use tool tips to give info
 - 3.1.16. Set up Mono to aid programming (e.g. auto closing braces)
 - 3.1.17. Always comment everything with “///” for programmer
 - 3.1.18. Look into scriptable objects (data type object), also works for saving data at runtime.
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4. Meeting Arrangements

- 4.1. Alexis will provide login info for server and contact details.
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5. Adjournment of Meeting

- 5.1. There being no other business, the meeting was adjourned at 12:00 pm.
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6. Next Meeting

Date 25 September 2015
Time 10:00 am
Location To be decided.

Sean and Paul will meet with Alexis to discuss the development updates.
