**07/11/17 Meeting Minutes**

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| **Name** | **Attended** |
| Tom Wenman | Yes |
| Daniel Jamieson | Yes |
| Heather Bishop | Yes |
| Oliver Chamberlain | Yes |
| Caitlin White | Yes |
| Jordan Marks | Yes |
| Jamie Chandler | Yes |
| Courtney-Jade Pearson | Yes |
| Lewis Wilden | Yes |
| Ogheneochuko Ideh | Yes |

**Progress Update**

Based on the feedback from melanie the groups decided that they would remain as two separate groups with the programmers (Dan and Oliver) working on both games. The group agreed to divide the development time in half so that the games will be created in succession by the programmers, but the design and art assets will be created throughout the whole time project. The group also agreed that we would (possibly) link the two games. So the game with a timeline would answer questions posed in the game with a quiz component. To continue this concept that the two games are linked the group also agreed to create a single cohesive art style for everyone to work to.

Dan and Oliver have agreed to have a basic prototype for each game created by Friday, and will email if they need more time.

Chucky and Courtney have agreed to create two individual style guides which the group will choose one of on Tuesday at the next meeting.

**Queries for Ipswich Museum (Melanie Hollis)**

Confirmation of the use of the interative posters, and if these are not available then the use of Android tablet devices.

Enquire about the photographs of the exhibit items so designers can begin creating concept art for the objects’ in-game representation.

And confirm the objects list to be sure nothing has changed.