**Group 3 Minutes**

**31/01/2018**

**11:30**

**Attendees**

Elliot Chester

Lenneth Dayaon

Adam Speers

Matthew Fisher

* We read the brief, and made sure that everybody understood what is expected from us.
* We moved on to coming up with game ideas
* We went through many different unique ideas
* We agreed on a theme and design style that we liked
* We iterated on this idea a fair bit until we had our final idea.
* Once we had an idea for our game we talked about the tasks we needed for next week’s presentation, and who would have to do which tasks. We went through what was needed and said if we liked.

**Tasks for the current week:**

Elliot:

* Set up GitHub and Jira | 2 hours
* Write minutes from meeting | 2 hours
* Create PowerPoint template and Team Slide | 2 hours

Lenneth:

* Create a moodboard around the art style we chose and cooking themed games to be shown in the presentation | 3 hours
* Research the Demographic we have chosen, to be shown in the presentation | 3 hours

Adam:

* work out all of the tools we will need to create our game to be shown in the presentation | 3 hours
* Research UX that is relevant to our game idea, so that it can be put in the presentation | 3 hours

Matt:

* Work on the concept for the game refining the idea for the presentation | 6 hours