Meeting Notes:

Times:

* Client meeting: 10:15 Thursday Swiot building
* Group meetings: 1:30 Monday Buisness School

Group meeting 1 (1 Hour):

* Discuss potential game ideas and technologies we are going to use along with getting to know each other as we had not all previously met. Also set up GitHub and Trello Board.
* Game ideas included:
  + Tag
  + Channel 4 hunted equivalent
  + Capture the flag
  + Snail game
* Technologies used:
  + Python
  + Django
  + Bootstrap

Client meeting 1 (15 minutes):

* Spoke to stakeholder about the idea and decided on snail game.
* Spoke about competitive side such as the leader board and difficulties.
* Discussed next steps such as wireframe designs and UI designs
* After meeting we all agreed to design and think about game UI and other possible challenges within the game

Group meeting 2 (1 Hour):

* Agreed on wireframe design and divided tasks up on the Trello board that we were all going to have achieved by client meeting on Thursday

Client meeting 2 (15 minutes):

* Spoke about the UI wire frames we have designed which received positive feedback from stakeholder. He did say that it would be good if we could have a simpler design with less pages so we went onto redo some of the wireframe designs to better suit his needs.
* Showed stakeholder Trello board who said it was good but could be better if we added policies and work limits to each section
* After client meeting, we agreed to implement the login system along with the location features by Sunday which is when we decided to stop development for sprint 1

Group meeting 3 (1 Hour):

* We decided which tasks everybody was required to do required for submission and also discussed the presentation we are required to give.