The minutes 14.04.2021  
  
Discussion of ideas

Time was spent on discussing a type of idea that could address a current issue

Ideas were thrown around and three stood out

* a lack of encouragement from games to player or proper dealing with toxic player/community
* A lack of Australian cultural representation in the gaming world

Meeting ends with selecting Australian representation

The minutes 15.04.2021

Discussion of Presentation

This was a solo work, nonetheless there was consideration of what aspects of Australian culture needed addressing.

A rudimentary pitch was created and sent out for feedback

Creation of a 1st version GDD

The minutes 16.04.2021

Feedback was received and acted up, and changed some aspects of the pitch to decrease redundancy

The minutes 19.04.2021

Discussion was held in regards to gaming approach and what would be suitable as a game

GDD was refined as a result

And creation of a rudimentary wireframe

The minutes 20.04.2021

Completion of the first version of the GDD