**Meeting Agenda for Meeting 28/01/25**

# *Information:*

* Date - 28/01/25
* Time - 14:05 - 14:55
* Location - University Learning Resource Centre (LRC)
* Attendees - Sam Reading, Michael Brodrick, Lucas Downer & Oliver Simons

## Topic 1: Choosing The Project

The first topic was deciding what to exactly do for our project. A few ideas did come to mind: Hangman, Sudoku, Crossword and Wordle. In the end we decided that the main game would be a Wordle like game.

## Topic 2: Assigning Roles

Assigning roles was relatively quick as we had already established the team leader before the meeting even began.

* Sam Reading - Team leader & Developer Lead. Main developer of the game
* Michael Brodrick - Meeting & logistic lead. Main developer of the menu for the game
* Lucas Downer - Research & Visualisation Lead. Main researcher and aid of the development of the main game
* Oliver Simons - Quality Assurance & Design Lead. Quality assurance checks/concept designs and aid in the development of the menu.

## Weekly Update:

No weekly update due to it being the first meeting

## Set Tasks:

* Sam Reading - Starting Decompositioning the product & Continuing Coding
* Michael Brodrick - Creating Gantt Chart and continue making the meeting minutes/agendas
* Luas Downer - Research into potential games.
* Oliver Simons - Make concept art for the game.