**Design Project Team Area 29**

**Minutes of the team meeting**

**29 September 2025, Library Study Room 010**

**Present :** Evan Ashby, Martin Bath, Tom Payne, Oliver Stevens

**Apologies:** N/A

**Welcome :**

**Meeting Purpose:** Brainstorming to select Project

**Previous Actions:** Group discussed preferences and agreed upon Entrepreneurial Startup route, and as two members are on game specialisation track, project would be a game / game related.

**Regular Items:** N/A

**New Items :**

1. MB presented three suggestions to team for app / program
2. Rule free card game
3. Strategy / Arcade game
4. Construction / puzzle game
5. Group discussed pros and cons of each idea, selecting one, the Rule free card game – to be titled “rulecard”, named after the card in a pack which explains the rules. An ironic name due to the game having no set rules
6. OS suggested Unity as development tool to create graphics.
7. Suggestion was made to have an initial available selection of rules with additional ones available as the game progressed.
8. AI facility was discussed and design was to be simplified to potentially allow this to be utilised.
9. AI opponent is to be added as option with initial development to center around physical opponent.
10. Game rules set to be allowed to be saved / shared potentially.

**AOB:** N/A

**Next Meetings:** TBD