RU Cogs Preliminary Meeting 4/29

* Need someone to manage social media
* To Do: Website
  + Link to mailing list
  + Link to email RutgersCOGS@gmail.com
  + Meeting location/Time
  + List of when our meetings are
  + Pictures of meetings
  + Link to the github
  + Calendar of Events (Google Calendar)
* ***New Board Position***: Director of GameJam
* What ways to advertise COGs?
  + Regular events
  + Non-meeting events
  + ***Events Coordinator Position***?
    - Spend the semester planning out a few select events open to all, not just club members
    - Might be combined with the director of GameJam
* Manage the budget
  + Consider how much we have / how much we’re getting
* Better coordination inside the group
  + Some groups were disorganized and, ultimately, several projects were started but never finished
    - Project Leaders decide on the project and the group follows?
* Option: Break the year into 2 parts
  + Teach game engine the first semester
  + Work on implementation of the game second semester
* Option: Teaching session?
  + Ex. Teach people about how to use javascript
* Groups broken into genres
  + Most game engines have an optimal genre already
    - RPGMaker for RPGs, Ren’Py for visual novels, etc.
  + Have group leaders specialize in the genre they’re working on
    - Might break groups into smaller divisions.
      * New members learn while experienced members work on the game
      * If some members don’t want to work with the game engine, allow them the option to work on other aspects of the game
        + Artwork
        + Photoshopping
        + Storyboard?
* Figure out meeting time for next semester