# Sonic Punch Studios

**Meeting Minutes 11/06/2012**

**Taken at 39 Wallace St, Sefton (9:30AM)**

1. TN: Middleware pros and cons:
   1. Adv:
      1. Time and Market
      2. Adv: Avoid dev risk
   2. Disadv:
      1. Pay
      2. Possible integration time
      3. Limited to what you can do
2. Investigate PlayMaker.
3. Start indie Trial period: 11/06/2012 - 8/7/2012
   1. 1 month independent of any milestones
   2. 2 weekdays moonlighting evenings
      1. TN will be doing some coding at work
   3. WhatsApp for comms
   4. Meet up arrangements
      1. Sunday evenings: 5PM - 12AM
      2. Monday/Wednesday: 7:30PM - 12:30AM
   5. Roles
      1. Coding - TN
      2. Asset production - DT
      3. PR - DT/TN
         1. IGDA FB page
         2. Blog Domain
         3. Releases
      4. Sound - DT/TN
      5. QA - DT/TN
      6. Design - DT (Lead)/TN
4. Functional prototype by this Saturday 16/06/2012
   1. Focus on control scheme
5. Wednesday Agenda
   1. Feature List (Draft); to be finalized on Wed - DT
   2. Eval. PlayMaker - TN
   3. Generate Build Process - TN
6. Verbal NDA
   1. Can't expose content without other's consent.
   2. Can't sell studio assets.
7. After Wednesday
   1. Asset List - DT
   2. Gamplay control scheme - DT
   3. Crude prototype - TN

**Meeting concluded at 4:00PM.**