22/10 Meeting Minutes

Meeting Objective	Finish user requirements. Talk about game engine and game design.
Attendees Present	Emily Tierney, Timothy Kerr-Chin, Harry Kelly, Joe Sanders, Siyaam Mamood, Alexandre Pinneau
Meeting Start Time	13:40

Time	Discussion	Action agreed upon
13:43	Talk about the user requirements, team ethos and SSON.	N/a
13:51	Discussion about game engines, and which to use.	N/a
13:58	Further discussion about the user requirements.	N/a
14:03	Called host into zoom meeting to clarify some points in the assessment brief.	N/a
14:08	Making a list of actionable things to do for next week	See below.
14:16	Discussion of non-functional requirements and discussion about questions to ask the client about system requirements.	N/a
14:29	Further discussion about game design	For next meeting to go away and come up with all ideas about game mechanics (i.e layout, movement of characters, how to identify an imposter's abilities) ● Primary gameplay loop ● Secondary and tertiary loops **Everyone** to create ideas ready for 26/10.
14:40	Started making ideas about how we are eliciting requirements.	**Emily** to turn bullet points into an introductory paragraph

Action to be undertaken for the next meeting	● Email client for another meeting about non-functional requirements. 　○ **Joe** ● Go through the lecture about UML. 　○ **Everyone** ● Paragraph about how we elicited requirements - requirements doc 　○ **Emily** ● **Everyone** to create ideas ready for 26/10 regarding game mechanics.
Date of Next Meeting	26/10 @ 10am.
Meeting End Time	14:46