**Group 1**

Managers: Joe Wilson, George Flude

Date: 12th October 2016

Attendees: Aaron Kegge, Benjamin Attebery, George Flude, Joe Wilson

Topics of Discussion:

* Reconvened and looked at the group’s research from last week’s task.
  + Choosing two of the Obscure Sorrows and researching them
* Brainstormed different ideas based on trying to evoke these feelings in the player
* Decided on two final words to work with as a basis for our game idea
  + Adrnonitis
  + Chrysalism
* Considered which types of fun would be appropriate for the emotions we were wanting to evoke.
  + Frustration - Hard Fun
  + Tranquillity – Calm, Zen focus? Serious fun?
* Combined these ideas to create a rough basis for a game idea
* Discussed the tone, theme and atmosphere we wanted from our game
* This would aid in designing mood boards for our game

Agenda:

* Moodboards
  + Outdoor - Ben was tasked with designing a mood board for a hostile world, using the limited colour palettes we agreed on as a group: Orange, Sea Green, Brown
  + Indoor – Aaron was tasked with designing a mood board for a calm, protective area: Light Grey, light blues, warmer tone
  + Indoor(Hostile) – Joe was tasked with designing a mood board for a more hostile variant of the protective area: Darker greys, Synthetic, alarming reds, Colder tone
  + Characters – George was tasked with designing mood boards for the main character and enemies of the game: Contrasting colours, White spacesuit? Dark, blackened enemies?