**Meeting Minutes [Week One]**

**Date:** Wednesday 5th October 2016 **Time:** 12:00pm – 12:30pm **Location:** Atrium Building **Purpose:** To discuss the brief and our initial ideas regarding the project

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| **Attendees** | | |
| **Name** | **✓** | **Position** |
| Benjamin Reynolds | **✓** | Project Manager / Programmer |
| Thomas Simmons | **✓** | Project Manager / Designer |
| Sam Clack | **✓** | Programmer |
| Ionut Ciobanu | **✓** | Designer |

**Agenda**

1. To discuss the brief, answer any questions and allocate tasks for the proceeding week.

**Discussion**

1. We discussed the project brief and agreed that in the following week we would research the ‘peripheral emotions’ it refers to, and imagine game ideas for the project.
2. We spoke of our own strengths and weaknesses in terms of game development abilities. The aim of this was that we will be less likely to ‘over scope’ and instead set realistic, achievable goals.
3. Sam explained that he had forgotten to check his emails in the days prior. And that he will link his email account to his phone so that he can communicate with the group with ease in future.