**Meeting Minutes [Week Two]**

**Date:** Wednesday 12th October 2016 **Time:** 11:00am – 12:00pm **Location:** Atrium Building **Purpose:** To agree on and discuss a game idea for 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 exchange and develop ideas, talk about next week's presentation and discuss our tasks for the following week.

**Discussion**

1. We discussed each other's ideas and agreed on which to develop further and present to the tutors.
2. Sam is going to perform research on the target audience of games that share similar genre/nature to ours.
3. Ionut is going to create concept art to be presented next week when pitching our game idea.
4. Thomas and I are going to work on the presentation for next week's pitch.