Date: 05/10/2016

Location: A2.14 (Games labs)

Attendants:

Joseph Barber,   
Bethany Cowle,  
Courtney-Jade Pearson,  
Henry Smith

Missing:

*n/a*

Topic of meeting:

Introduction to the brief and Module

Agenda items / Topics discussed:

* Discussed strengths and weaknesses of the team, e.g. art or programming
* Quick overview of how JIRA & Github works and how we will be handling future sprints
* Took a look at the brief together

Moving forward:

This week we will be analysing the brief and researching the different emotions; finding what creates these emotions in people and any triggers we could make use of in our game. We will be presenting our research and findings to eachother next week during our Wednesday meeting and then together we will choose two emotions for our game.