Date: 12/10/2016

Location: A2.14 (Games labs)

Attendants:

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

Missing:

*n/a*

Topic of meeting:

Finalising our game idea

Agenda items / Topics discussed:

* Discussed how our research from the previous week went
* We went through our research together, showing our findings and sharing our game ideas with eachother
* We chose two emotions to base our game on
* We together discussed the genre/type of game we will make for this project and what mechanics our game will have
* Discussed our target audience
* Discussed player rewards in the game: How can we reward the player?
* Decided the slides for our next presentation and who will be presenting which slides
* Organised a meeting on Monday 17th October 2016 to practise our pitch

Moving forward:

From this meeting we were able to decide on the two emotions for our game and together we decided what type/genre of game we will be making and what mechanics our game will include?

Our plan for this week is to prepare for our presentation and to continue developing our game idea; we will continue our researching on topics such as our target audience and we will also be creating moodboards and deciding on an artstyle for our game.

We will also be each be preparing for our slides so that we are prepared for the presentation; we have organised a meeting for us to make final touches to our presentation and for us to practise our game pitch.