Date: *20/10/2016*

Location: *Labs*

Attendants:

Max Carter,  
Charlie Crewe,  
Ethan Ward.

Missing:

Joe Sawyer

Topic of meeting:

*Re-working the game idea to fit more inline with the brief*

Agenda items:

* 1: *To make the game link with the emotions we have choosen*
* 2: *Think up mini-games to give the game depth*
* 3: *Plan tasks for the following week*

Moving forward:

*What did we learn?*

*Where will we be moving/working towards this week?*

*What is our plan for the following week?*

Tasks:

Charlie:

*As a developer work on the outline for the game to show an accurate play time – 2h*

*As a programmer offer support and aid for Ethans coding tasks should it be needed – 1h*

*As a designer design a mini game a second mini game physiotherapist portion of the game – 3h*

Max:

As a developer work on the outline for the story of the game, to accurately show the players transition from the start of the game to the end, Dog, Wife, Dead Dog, Kids, House Fire, Suicide attempt. – 5h

As a manager set up github to the state the team needs it to be too and put the tasks on github – 1h

Ethan:

*As a programmer work on the inital movement control for the base game – 3h*

*As a programmer work on the elevator code – 3h*

Joe:

*As a designer work on research into hospitals, the atmosphere and treatment of people and what you might find in the rooms – 3h*

*As a designer produce two mood boards based on the research you have found, be as specific as you can with the mood boards – 3h*

Next Weeks Meeting:

Monday

*5:00pm in the labs*

Wednesday

Chris :- 11:40 – 12:00 W208