***Attendance:***

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| --- | --- | --- | --- | --- |
|  | Group Project  L4/5 Group 9 |  |  |  |

Blake Hewitt: Yes

Ogheneochuko S D Ideh: Yes

Bailey Keeble: Yes

Thomas Gibbs: Yes

***Meeting Topic***

* Discussed mood boards and brief game ideas : 10:00am – 10:20am
* Merged game ideas together : 10:20am – 11:45am
* Discussed and assigned individual slides and research for next meeting : 11:43am – 12:00pm

***Time In meeting***

* 2hr

***Description on what was discussed:***

Using the sorrows monachopsis and Ruckkehrunruhe from our brief we devised a new concept for our game. Our game follows the misadventures of a murdered boy reanimated into a small robot as he uses Polaroid images to traverse worlds that were once figments of his memories in order to regain his lost memories. As the narrative unfolds and the boy gains more and more of his memories and leading to the tragic revelation of his death.

The game will play as a top-down dungeon crawler RPG/shooter similar to games like The binding of Isaac which features twitch based mechanics and puzzles as well as enemies for our player to defeat.