**Meeting Minutes – L6 Group 1 (Summer Holiday)**

**20th July 2016**

* First meeting on Facebook:
* Matt created a document with an idea for our brief titled ‘**Confusion and Panic**’. (See **GroupGame.docx**)
* Both agreed on the idea and started going through some games to play which links to our brief title
* Games for ideas: ‘Who’s your daddy?’ ‘Welcome To The Game’ ‘Pony Island’ ‘Incriminati’ ‘Whereami’
* Aaron came up with an idea of a game based around a house environment with horror elements – keep a monster out of the house while you try to turn off the lights and reach your bedroom (fear of the dark) **[SCRAPPED]**
* Watched YouTubers play the games above and observed the reaction to specific events (hearing a noise, reacting to a scary moment etc.) To give us ideas towards confusion and panic in games

**22th August 2016**

* Second meeting on Facebook:
* Aaron created a document about useful links to read on for our brief (see **Group Project Useful Links.Docx**)
* Matt came up with some useful mechanics to try heighten panic, some ideas being switching controls, player must walk or run.
* Another game for ideas: ‘Eternal Darkness: Sanity’s Requiem’ – Agreed to play at least some of the games suggested for ideas.

**29th August 2016**

* Matt put together a rough brief and presentation called **‘Panic and confusion’** (See **Brief.docx** and **Presentation1\_Matt\_Aaron.pptx**)
* Aaron added own notes and corrected any problems with the brief and presentation.
* Spoke about when we can meet up for a proper meeting at university.

**8th September 2016**

* Sent our group to Rob to confirm we’re working together for group project.
* Set a time to do a proper meeting: 14th September 9:00.
* Compared our brief to the brief overview sent by Rob to see if we needed to add or change anything

**14th September 2016**

* First group meeting:
* Spoke about trying to get an emotional response from players – players must find value in what they need to do in the game.
* Confusion – caught off guard/unaware + questioning events. Confusion aids panic, however we must learn how they relate to one another.
* Agreed that we want to avoid too much frustration that players quit our game.
* Spoke to Dave about our brief:
  + One concern by Dave is that ‘Confusion’ is too broad, we need to be more precise with what part of ‘Confusion’ we’re looking at.
  + Another concern is ‘What is a survival game’ and how can we describe what one is.
* We decided to take a look back at our brief title and change ‘Confusion’ to something else. Eventually we came up with **‘Mental Disorientation and Panic’.**
* After our meeting Matt sent the brief to lecturers for feedback:
  + Dave replied with lots of questions revolving around our brief for us to answer and to help clear up our brief. We agreed to look over the questions and see if we can answer these questions in our next meeting.
* Agreed to meet up on 20th September 9:00.