**Meeting Minutes of L6 Group 10**

5/10/16 Meeting with Eddie, Dave and Steve

This meeting was about going over our brief for the year, We sat down with the tutors and gave them all a copy to keep and read at there leisure.

Tutors seemed mostly happy, they could see a game idea clearly formed and agreed with polish could become a nice little project, some good praise and encouragement that with hard work and time/polish given it could go up on a website like Kongregate and do well.

These are the key points I wrote down about the meeting.   
  
Synchronising audio & graphics

Eddie brought this up and how important it was to nail it for the game to run smoothly, me and Callam both agreed and promise to practice and refine that part of our game.

Worried about boring the player

Dave brought this up, and by this he means our previous idea of having the player walk around on a quest. This has however changed as Dave suggested making the whole game on one continuous screen, fighting, rewards, shop, bosses etc. that way the action never really slows down and keeps the player’s attention.

Freesoundarchive.org

A link provided and mentioned by Eddie, in case we can’t get someone to help with the musical parts of our game he suggested to use this link, while following University standard of giving credit where needed.

Getting the flow tunnel, keeping everything polished and tight

This was the most important thing said by all, That constant polish in graphics, keeping the audio and graphics synchronised and that the player’s attention is kept through proper design. We can make it bright or cartoonist or over the top violent or we could make it funny with weird and wonderful designed enemies and bosses. Steve brought a good point to rather than make a massive game it would be better to make 1 or 2 really good polished levels, rather than over scope on a massive game for a 2 man team.

Perfect Portfolio work

Steve mentioned if we recorded the process and evolution of the game from simple concept art and rather code to the fully fleshed out game we want then it would look really good in our personal portfolio’s for employers too see and that we are capable of critical game design theory.