**Date:** 2/3/2017

**Location:** Water front building room W418

**Attendants:**

Max Carter, Ross Warren, Jake Seaman and Jack Fuller.

**Topic of meeting:**

To hold a meeting/games pitch with Eddie and Dave for feedback on our group project game.

Agenda items:

* Does our game now meet the brief correctly?
* Opinions on our game.
* To see if there is any feedback on how the game is presented.

**Moving forward:**

Our game did not exactly meet the brief and we have been given feedback on how to meet it with some influence from Dave via his inspiration of our menu in the game made by Jake.

We will have to create a mechanic that meets the brief and get playtesting done for it as soon as possible.

**Tasks:**

Jack:

30 minutes: Skype/discord meeting. (meeting with ross for Saturday evening)

30 Minutes: Make 3 eggs that bounce differently.

90 Minutes: Make egg spawner that flings different eggs wildly.

30 Minutes: Make 2 player characters that move left and right and can angle their pans.

180 Minutes: Code basket scoring (a basket for each player that gives score when an egg they have bounced lands inside it.

Ross:

90 Minutes : Skype/Discord meetings with all other members (to be discussed)

90 Minutes: Make 2 player characters.

120 Minutes: Create background

60 Minutes: Make sunny slide up logo

30 Minutes: Make meeting minutes

10 Minutes: Upload level structure and meeting minutes 2

Max:

30 Minutes: Meeting with Ross (Friday at 4)

90 Minutes: Set up the Jira

90 Minutes: Develop what each egg will specifically do, and what we can iterate in the scene to ramp up the level of difficulty and put it into the level structure with corresponding points for each egg.

60 Minutes: Playtesting (get recording of players if can)

30 Minutes: Develop a simple plot or sunny slide up

Jake:

30 Minutes: Meeting (to be discussed)

60 Minutes: Playtesting (recording if can)

60 Minutes: sync our previous menu to the new game jack will make, with new instruction page for the games instructions.

60 Minutes: Use iconography and design methods to design and create a particle effect, that will come off the eggs once they have bounced on a player’s pan, (different colour for both).

150 Minutes: Create after researching into games with bouncing physics mechanics, ways of making the game slightly skill based (for example when Dave mentioned the ability to stun one another) but create something different and code it.