Meeting minutes

Date: 22.2.17

Time: 1h30m

Attendance: John Dorman, Jamie Gostling, Miruna Rosca

Absent: Darren Wright, no excuse given

Topics discussed:

The previous week the mood boards for the theme had been completed but the team couldn’t reach an agreement so we decided to discuss it further on Wednesday, keeping in mind what emotions we were trying to get from the player so we could work with the colours in achieving that.

After considering a greyscale background with white and red flowers, a low saturation background with colourful flowers and a warm toned background with vibrant colours, we decided that a warm scene would benefit the player as we are working towards a casual game. Our research and demographics showed that out target audience enjoyed calm, warm coloured environments. With that in mind we split up the tasks to make sure everything was reading for next weeks presentation. John continued working on the prototype, Jamie went on to continue his research tasks while I created the background with different iterations and the game assets to make sure all the artwork is consistent.