***Attendance:***

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|  | Group Project  L4/5 Group 19 |  |  |  |

Ogheneochuko Ideh: Yes

Thomas Barrett: Yes

Samuel Ormondroyd: Yes

***Meeting Agenda***

* **9:30am - 9:46am:** Discussed past project postmortems.
* **9:46am – 9:55am:** Read and discussed Ubisoft project brief. Cycled through early gameplay mechanics and concepts.
* **9:55am – 10:00am:** Discussed early group research and tasks.
* **10:00am – 11:00am**: Received project introduction conference.
* **11:00am – 11:30am:** Further discussed early group task and handed out task.

***Time In meeting***

* 2hr

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

Today saw the first group meeting of group 19 for our second semester this academic year. This meeting largely served as an introduction meeting for members to introduce themselves to each other. In addition to introductions members also disclosed what was written in their past project postmortems as well as their strengths and weaknesses. Once introductions were over, it was straight to business. We read over the brief and discussed what possible routes we could travel, this had led to members giving premature gameplay ideas. Once the introduction conference was over, we continued with our meeting. I was able to hand out blocks of tasks for members to complete this sprint. The aforementioned task mainly consisted of research task. All task were adjusted to be completed before next Monday allowing time for members to construct and rehearse our pitch presentation.