***Attendance:***

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

Ogheneochuko Ideh: Yes

Thomas Barrett: Yes

Samuel Ormondroyd: Yes

***Meeting Agenda***

* **1:00pm – 1:13pm: Reviewed completed research tasks.**
* **1:13pm – 1:35pm: Brainstormed multiple game concepts.**
* **1:35pm – 2:00pm: Voted for finalised game concept.**
* **2:00pm – 2:15pm: Discussed and assigned presentation prerequisites.**

***Time In meeting***

* 1hr 15mins

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

The meeting today began with team members disclosing the research they had carried out from the first block of tasks. Using our research we were able to brainstorm several informed gameplay concepts. The next agenda of the day was to vote for a finalised concept. The settled concept consisted of twitch mechanics, trajectory, stamina, and momentum. Players compete against each other by catapulting birds against a gamespace whilst continually switching between the input keys to flap the wings of the birds (which mechanic). Flapping the wings of the birds come in direct correlation with the stamina of the bird. The more players flap the less stamina the bird has. Once the stamina of the bird reaches zero the bird will proceed to dive or crash. If the player halts flapping the bird will enter rest mode and the stamina will begin to regenerate. Depending on the momentum of the bird upon crashing the bird may bounce off the terrain, in turn, increasing the distance traveled by the bird. The momentum is controlled through a power bar similar to those of golfing games where landing in the correct zone would send the bird flying at full momentum whereas any earlier zone will equal to less momentum. At the end of the turn, the player who traveled the farthest wins the round. The final agenda of the meeting was assigned the prerequisite tasks for our presentation this upcoming sprint.