**Level 4/5 Group 1 Meeting Minutes**

Date: 30th January 2017

Time: 14:00pm

Attendees: James Pyke, Matthew Lummis, Benjamin Attebery

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Discussion:

* Discussion of the brief.
* Each member of the group was given time to discuss the research they had done and any game ideas they had produced.
* Group gave feedback on each idea and discussed how it fit into the brief.
* Group discussion on which elements and ideas to bring forward into our game.
* Group decided on one idea that we would work – then discussed the genre and what mechanics would be incorporated into the game.
* Created the presentation and what information would need to be included.
* Decided on creating a gravity heavy shooter game.

Tasks moving forward:

* Matthew Lummis – Create strategy idea.
* James Pyke – Research control code.
* Benjamin Attebery – Create art mood boards.