## Duration:

10:00am-12:15pm & 12:30pm -1:15pm

## Attended:

Amy Potter, Oliver Chamberlain, Thomas Simmons & George Hutchings.

George Hutchings was late due to bad weather causing to delay his train and attending an family member funeral the day before.

## What was discussed?

10:00-12:15:

* We met in the games design labs to discuss our potential final game idea.
* We all decided to go forward with our space/ asteroid themed game.
* Once all of the group members arrived, we then started to work on the presentation.
* We discussed our potential time management scheme that’ll guide all group members.
* We included potential physics and mechanics we will use for our game.
* Discussed our target audience and found websites to back up our decided age range.
* We then practiced talking about our presentation a couple of times before we presented to the lecturers.

12:30-1:15

* After our presentation we then discussed how to improve our chosen game with the feedback we received from the lecturers.
* Thomas then had the role of setting the weekly sprint tasks on Jira.
* Thomas was set tasks relating to research on current space/asteroid themed games and find where there’s a potential USP for ours and the current player’s spaceships movement tools.
* Oliver was set the tasks to fix the player spaceships movement and to fix the speed of the spaceships rockets.
* Amy was set tasks to research and design potential designs for a spaceship design and rockets
* George was set tasks to research and design potential designs for asteroids and an space background.
* Everyone was happy and understood there set tasks.