# Meeting Minutes 06-02-18 Week 1 Master Class

Start time: 12:00pm

End time 1:30pm

Attended: Thomas Simmons, Douglas Simpson, Quwaine Dantes, Callam Mutton

Not Attended: N/A

Late Attendance: N/A

## What was discussed?

We all met in the labs to discuss more potential game ideas we can bring forward in our first presentation and as a group came up with five more game ideas. We also reviewed the given game by the brief and the games we found ourselves to try and find some more inspiration for more game ideas

We then started on our presentation PowerPoint to pitch on the 7th February. We started with the introduction slide and then went into our research slides with the top four games we looked at and what inspiration we got from these games on our game ideas. On the slides we reviewed these games and what they did with the one button tap/ twitch mechanic. We then went into describing our top three game ideas we came up with, this was based on the time we have to complete this project and the skillset we have available to us. We backed this up with some concept art towards our game ideas.

After completing most of our presentation we then practiced what we will be saying on the slides whist using our knowledge from previous pitches.

## Where the project is currently:

Our project progress has been the following:

Thomas Simmons progress:

* Came up with some potential game ideas
* Reviews masterclass brief
* Practiced research slides for presentation

Callam Mutton progress:

* Reviewed masterclass brief
* Practiced brief slides

Quwaine Dantes progress:

* Suggested some games to look into for inspiration
* Reviewed masterclass brief
* Practiced game concept slides

Douglas Simpson:

* Created basic presentation for pitch 7th February
* Noted down game ideas thought out by the group
* Practiced game concept slides
* Reviewed masterclass brief

## What still needs to get done

Thomas Simmons:

Quwaine Dantes:

Callam Mutton:

Douglas Simpson: