# Meeting Minutes 07-02-18 Week 1 Master Class

Start time: 15:00pm & 17:00pm

End time 15:30pm & 18:00pm

Attended: Thomas Simmons, Douglas Simpson, Callam Mutton

Not Attended: Quwaine Dantes due to health reasons

Late Attendance: Quwaine Dantes after presentation pitch

## What was discussed?

We all met in the labs to discuss our presentation and what we will be saying whist pitching before we went to the waterfront building to pitch in front of the given audience.

After our presentation pitch we realised that we haven’t done nearly as much as all the other groups in the room and due to this Callam and Thomas presented what we had very poorly. Whist on our way back to the labs we bumped into Quwaine and he joined us to work on our group tasks.

The main advice was to create a grey box prototype so we can represent what we want to do in our game before making any artwork causing the artist to waste time if the idea is dismissed. Douglas chose to do one variation of the Submarine game idea and Quwaine the other so we can see what it would look next week and to see if it’s possible to create and polish in the time period we have been given.

Thomas was tasked to research into submarine environment objects and props as well as the different submarines and their pros and cons. Callam was tasked to find a colour theory for a submarine under the sea environment and potential art styles. Callam must complete this task so Thomas can design the submarines.

## 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:

* Meeting minutes for the past three meetings
* Research into under the sea assets and environments
* Create submarine designs

Quwaine Dantes:

* Create one variation of submarine level grey box

Callam Mutton:

* Research into the colour theory of sea environments
* Research into submarine art styles in games

Douglas Simpson:

* Create one variation of submarine level grey box