**Meeting Minutes – DMC - Level 6 Group 2**

**SCRUM Meeting**

**Time**: 30th January 2018 11:00 am

**Place of Meeting:** A207

**Attendees:** Alex Polley, Callum Walsh, George Flude

**Topics of Discussion**

* Brainstorming session for Design Masterclass
  + Looked at Arcade games that could be abstracted and adapted, using the single inputs
  + Multiplayer elements could be added, or adapted
  + Physics like game using the knowledge from the Ubisoft brief
* Consider the size of the device being used, and how the players play
  + How the player plays together
  + Advantages and disadvantages of different play styles
* Designed three ideas for the project
  + Sycamore Leave spinner
  + Infinite Runner
  + Paper plane faller

**Agenda**

* Working on the three different ideas, develop prototypes for each one in Unreal 4