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

**SCRUM Meeting**

**Time**: 7th February 2018 12:00 pm

**Place of Meeting:** A212

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

**Agenda**

* Finalise one of the three ideas ready for the presentation
* **After Presentation:**
  + Allocate jobs based on the feedback from the presentation

**Topics of Discussion**

* Decided on George’s idea for a game where players share headphones
* Rough, preliminary theme has been decided on, but team still feels they want to change it
* Looked at Warioware type games for ‘minigame’ type play
* Is this project suitable for the Transfuzer project?
* **Risk Assesment**
  + Can this game be made?
    - Prototype testing the core mecahnics of the game should be produced as soon as possible
    - The game focuses priomarily on sound, so this is a must that needs to be implemented
    - Does this affect what Engine we produce it in?
      * Needs to research which engines have the capability to transmit sound in each earbud
  + Can this game be completed in the time we have?
    - Production of one ‘level’ can scale the project, determining how long it takes to produce a playable level, then scaling to the rest of the time we have left
  + Is it going to be fun?
    - Prototype needs to be able to showcase the core mechanic of the game, and be tested on the demographic, and in the intended way
    - Playtesting needs to be directly linked to the feedback we receive in an iterative cycle
  + Is it going to be played as intended?
    - Again testing needs to be able to address this concern, closely observing player feedback
  + Is there a USP?
    - We feel there is a USP for the game, but research into any competition needs to take place to really make sure we are designing and creating soemthing unique
  + Is it suitable for the target audience?
    - Playtest feedback