***Attendance:***

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|  | Group Project  Level 6 Group 3 |  |  |  |

Ogheneochuko Ideh: Yes

Ryan Manthorp: Absent

Michael Curtis: Yes

River Chick: Yes

***Meeting Agenda***

* **10:43am – 10:45am: Short re-introduction.**
* **10:45am – 10:58am: Debriefed on current state of brief.**
* **10:58am – 11:00am: Discussed and revaluated changes to brief.**
* **11:00am – 11:30am: Discussed next steps for project i.e. paper prototypes, concepts and concept art.**
* **11:30am – 11:35am: Discussed and allocate preparatory tasks.**
* **11:35am: Meeting Adjourned.**

***Time In meeting***

* 50mins

***Description on what was discussed:***

Today’s meeting saw group members returning post-summer break to not only debrief the state of the project/brief but also the discuss the next logical steps in tackling the group assignment. The meeting began with a short re-introduction (Unfortunately Ryan was out of town at the time of the meeting, rendering him unable to attend) which was then followed by group discussing the parameters of the brief created this summer. During the discussion group members had reminisced about the steps taking to produce the current brief as well as questioning if this is the brief we would like to take forward to the stakeholders. Post deliberation the group came to the unanimous decision of forwarding the brief to Rob Kurta for further feedback and advice.

Following the decision to email Rob, the group had progressed the next item of the agenda. At this point of the meeting the group had brainstormed three individual concepts that adhere to the proposed brief, these were:

A perpetual momentum armadillo traveling game:

• In this idle game, an armadillo is traversing a 2D/2.5D sidescrolling plane and it is the player's job to ensure the armadillo’s travel is not halted.

• The armadillo is constantly walking, through an unspecified form of player interaction the armadillo will begin to roll which in turn causes it to travel faster.

• The armadillo will face varied environments and weather forecasts on different days, it will be the players objective to costumes the armadillo with unlockable items to better face the varied environments as well as interact and dissolve of any barricades

• Vanity items/ costumes were also discussed.

Additionally, concepts for a puzzle game and match-3 game where bounced around. Following this, it was decided that the group retreat, brainstorm a couple more concepts and regroup to develop these concepts.

The next meeting was set for 25/09/2017 and the meeting was adjourned.