***Attendance:***

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

Ogheneochuko Ideh: Present

Ryan Manthorp: Present (Voice call)

Michael Curtis: Present

River Chick: Present

***Meeting Agenda***

* **11:00am – 11:05am: Discussed absence of stakeholder email.**
* **11:05am – 11:40am: Discussed and created more concepts.**
* **11:40am: Meeting Adjourned.**

***Time In meeting***

* 45mins

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

As a preface, once again Ryan was unable to attend the meeting, however, using a mobile phone we held a conference meeting in which he was contributing and involved.

This meeting initial served the purpose of reflecting on the feedback given to us by Rob, in relation to our project brief, unfortunately, we were still awaiting the email. As a group, we agreed on forwarding the email to Rob once again as well as notifying him about said email in person.

The main body of this meeting involved group members discussing, brainstorming and fleshing out more concepts for our project. From this meeting we decided on two game concepts we enjoyed and would like to progress with, these were:

• A planet V-pet simulator

• Insect colony managerial game.

Following this, we discussed creating concept art. The next meeting was arranged for the following Wednesday and the meeting was adjourned.