***Attendance:***

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

Ogheneochuko Ideh: Present

Ryan Manthorp: Present

Michael Curtis: Present

River Chick: Present

***Meeting Agenda***

* **12:30pm – 12:35pm: Showcase current prototype with the group.**
* **12:35pm – 12:40pm: Discussed and clarified the core loop given game developments.**
* **12:40pm-12:45pm: Talked about the core fun types native to our game.**
* **12:45pm-12:50pm: Talked about what is left to add to the prototype until play testing can start**
* **12:50pm-01:30pm: Discussed the next sprint and decided on tasks.**
* ***Description on what was discussed:***

Today’s meeting brought all members up to date as to the state of the prototype and as a group we clarified the core loop (Managing, Flinging, Investing) and the types of fun the game attempts to convey (Mostly Serious Fun, elements of Social and Easy fun). We also discussed what else needs to be added to the prototype urgently (Asteroid Chain, Asteroid Value Viewer) and assigned tasks based on these decisions.