***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***

* **1:00pm – 1:05pm: Introduction to meeting agenda.**
* **1:05pm – 1:15pm: Play tested Clicker Hero.**
* **1:15pm – 1:20pm: Discussed and analyzed Clicker hero core game loop.**
* **1:20pm – 1:25pm: Play tested Slurpy Derpy.**
* **1:25pm – 1:30pm: Discussed and analyzed Slurpy Derpy core game loop.**
* **1:30pm – 2:00pm: Play tested Realm Grinder.**
* **2:00pm – 2:30pm: Discussed ad analyzed Realm Grinder core game loop.**
* **2:30pm – 2:35pm: Discussed similarities between core game loops.**
* **2:35pm – 2:45pm: Formulated concept ideas based on play test results.**
* **2:45pm – 2:50pm: Discussed and assigned task.**

***Time In meeting***

* 50mins

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

The meeting began with an introduction to the meeting agenda. This meeting served the purpose of a group research task. Team members agreed to utilizing Kongregate to find a small handful of games we believe may fall into our brief. Under the idle games subcategory of Kongregate we found three games which we unanimously decided to play test; these games were:

* Clicker Hero
* Slurpy Derpy
* Realm Grinder

During the play testing of each game we scribed any thoughts or analogies that came to mind, we found out the core game mechanics all three games were quite similar. One analogy made compared the perceived core game loops to the compulsion loop featured in Nir Eyals Hooked model.

Using the analogies, we drew from the play ting we began brain storming more game concepts, eventually, the concept for a plant based clicker game was developed. Following this we assigned the group tasks for the week. At 2:50pm the meeting was adjourned.