***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***

* 2:15pm – 2:30pm: discussed the possible transfer from Unity to Unreal.
* 2:30pm: Discussed the meeting time for our presentation rehearsal.
* 2:30pm: Meeting adjourned.

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

The meeting today was brief was called mostly to inform Ryan (our programmer) of our fear over continuing to utlise Unity over Unreal. Prior to raising the meeting, a short jam was held. The jam served the purpose of testing the legitimacy of utlising Unreal as our main game engine. The progress made with the jam was relayed to Ryan, following this we discussed the legitimacy of migrating engine, we eventually concluded with migrating, this was because three/four members were familiar with the Blueprint coding language as opposed to one programmer working in c#.

Following the discussion, we turned our attention to arranging the meeting time for our presentation rehearsal. 9am was arranged as the meeting time and the meeting was then adjourned.