***Attendance:***

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

Ogheneochuko Ideh: Present (late)

Ryan Manthorp: Present

Michael Curtis: Present

River Chick: Present

***Meeting Agenda***

* **2:20pm – 2:30pm:** **Debriefed the Managerial colony design document.**
* **2:30pm – 2:35pm: Discussed and voiced opinion on the managerial colony game.**
* **2:35pm – 2:45pm: Debriefed the Planet V-pet concept and concept art.**
* **2:45pm – 2:50pm:** **Discussed and voiced opinion on the Planet V-pet concept art.**
* **2:50pm – 3:00pm: Debriefed the Plant clicker concept and concept art.**
* **3:00pm – 3:05pm: Discussed and voiced opinion on the Plant clicker concept art.**
* **3:05pm – 3:10pm: Discussed and assigned tasks for the presentation and sprint.**
* **3:10pm: Meeting adjourned.**

***Time In meeting***

* 50mins

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

The meeting began with Michael debriefing the group on the design document he created for the managerial colony game concept, the document had been very thorough when discussing the mechanics and game loops. The design document for the managerial colony game also featured moodboards and concept art, which are easy transferable to our upcoming presentation. Once the document had been debriefed to group members we held a session in which we gave feedback on the concept and further discussed the implementation of the game loop and other mechanics, this was repeated twice for the Plant clicker and Planet V-pet design documents. Following the decision we had assigned tasks for the upcoming sprint and presentation prep. The meeting was adjourned at 3:10pm.