**Meeting Minutes 11/10/17 Thomas Simmons S176601**

**Meeting Timings**

Start Time: 10:15am & 15:45pm

End Time: 13:30pm & 16:30pm

Duration: 1hr 45m & 45m

Attended: Thomas Simmons, Blake Hewitt, Callam Mutton

Quwaine Dantes was 15 minutes late due to an unexpected GP appointment

**What was discussed in the first meeting?**

We met up in the atrium common room. When we all arrived we went to the library to practice our presentation pitch. We then practiced what we would be saying on our slides and make the document look presentable.

**Game Pitch**

After we had pitched our research and potential game ideas we missed the point a bit meaning our feedback was mostly negative. We were advised to look at specific tools we didn’t include in our presentation and other did. They are the following:

* Core game difficulty progression
* Learn practice master loop
* Include gameplay/prototypes
* The length of gameplay from players
* What is the brief we have set ourselves
* Aesthetics
* Possible project milestones

**What we discussed in the second meeting?**

After our pitch we met up to discuss our feedback. We acknowledged we had to come up with new, unique ideas in order to come up with our own brief and have a practice master loop.

Blake suggested we combine two genres together because that’s all the audience liked in our pitch. We were discussing a tower defence game with RPG like stats.

However Quwaine suggested we have a games jam where we all meet and come up with as many ideas as we can as a group and then choose one to work on. This would help justify our created brief.

We decided as a group do come up with as many game ideas with a justified target audience and potential USP’s on Thursday due to all the group being disheartened due to the pitch.