Level 6 – Group 9 Minutes

**Date:** 25/09/17

**Members Present:**

* Blake Hewitt
* Callam Mutton
* Quwiane Dantes-McPherson

**Members Absent:**

* Thomas Simmons as he wasn’t part of the group at this time

**Meeting Length:** 1 Hour 30 Minutes

**Meeting Topics:**

* Discussion on which tools to use to communicate
* Discussion on which game engine to use
* Discussion on ideas for our potential game genre idea

**Discussion in Details:**

* The first point we wanted to discuss, was which outside communication tool to use in addition to our emails. We settled on setting up and using a Discord channel to use in addition to our emails.
* We discussed which engine we would like to use, to make our game. We had two choices of either Unreal Engine 4 or Unity Engine. After looking into the positives and negatives of each, we decided to use Unity Engine, as we feel that Unity is more flexible when it comes to using 2 or 3 dimensions.
* We discussed some general ideas of what types of game we would like to make. After coming up with multiple ideas, we narrowed our initial list down to four possible ideas. Therefore, we assigned one idea to each group member, with a view to producing a research document, consisting of moodboards, potential challenges and consistent themes.