**Meeting Minutes 04/10/17 Thomas Simmons S176601**

**Meeting Timings**

Start Time: 10:15am

End Time: 13:30pm

Duration: 3hrs 15m

Attended: Thomas Simmons, Blake Hewitt, Callam Mutton

Didn’t Attend: Quwaine Dantes. This is due to being Sick and his doctor recommending him to stay at home.

**Bullet Hell Research**

We then started to review each other’s research and what we found on our given game genre.

We started with Callam’s Bullet Hell game genre. We all decided that it would be best if we use blueprints to make a game based on this genre if we choose to go along with it.

We also agreed his predicted core game loop was correct

We then reviewed what Callam found on Bullet Hell Games and found the following:

* Pixel art is widely used
* Small possible ideas
* Different ways to game balance
* Possibly have an storyline
* How this game genre is seen on the 4 Keys of Fun.

**Tower Defence Research**

We then moved onto Blake’s Tower Defence game genre.

We started to review what Blake found that related to tower defence games. We also agreed his predicted core game loop was correct.

We then discussed the following:

* Smart depth (the ability to upgrade towers)
* Possible unique selling points
* Game Balancing (enemies and towers)
* Having Audio in the background (MIDI files)
* Possible unique themes for the idea (PC verses Virus)

**Racing Game Research**

We then moved to Thomas’s Racing game genre. Thomas didn’t think to research the core game loop of these types of games so he said he would include it in the presentation for next week.

We then discussed the following:

* two different types of racing games (Birds eye view & Third Person)
* reviewed these views and discussed the pros and cons
* getting our opinions of the game types through person experience
* Looked at stats Thomas found and discussed which is relevant and which isn’t for the presentation.
* Decided if Thomas’s potential target audience would work.

**Catapult Game Research**

We then moved to Quwain’s Catapult game genre. Due to Quwaine not attending the meeting we then decided to show his work from GitHub.

When we opened his work we agreed with his core game loop and the overview of this genre.

We then discussed the following:

* The popularity of this genre online
* The cartoony style of the themes
* The complexity
* Possible profits this game can make
* Quwain’s Target audience

After reviewing everyone’s work we then worked on the tasks that where needing to be set for week two sprint.