**Meeting Minutes – Level 6 Group 6**

**Time**: 1st November 2017 10:00am

**Place of Meeting:** A213

**Attendees:** Alex Polley, Callum Walsh, George Flude, Charlie Crewe

**Agenda**

* + Filled Charlie in on the events he missed while absent from last week’s games jam
  + Finalise the prototype
  + Finalise the AI Character concept

**Topics of Discussion**

* Games Jam on 1st November 2017
  + Decided to port our prototype from Unreal to Unity, as it allowed us to accomplish our game’s mechanics easier
  + Reviewed our psychographic, and decided to get more player feedback from a similar individual to inform our psychograph
  + Discussed Landscapes that can be used for levels specific to demographic

**Tasks**

* Callum
  + As a designer, I want to record the prototype for the powerpoint
  + As a programmer, I want to finalise a prototype that showcases our game
* George
  + As a designer, I want to consider alternate rewards for the player, in terms of dressing the AI Character
  + As a designer, I want to design landscapes for our game
  + As a designer, I want to research into creating an immersive experience for Maarii
* Charlie
  + As a designer, I want to edit the powerpoint for our presentation
  + As a designer, I want to research the UI for our proposed game
  + As a designer, I want to research UX
* Alex
  + As a designer, I want to research non verbal ways of communicating with the player
  + As a designer, I want to design a concept for a landscape
  + As a designer, I want to document a psychograph