**Meeting Minutes – Level 6 Group 6**

**Time**: 15th November 2017 11:00am – 4:00pm

**Place of Meeting:** W215 (Meeting with Rob) Atrium Room for remainder of meeting and jam

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

**Topics of Discussion**

**Meeting with Rob**

* Discussed hours that weren't logged 22 hours.
* Discussed the crux of making our game fit the brief.
  + Told to not worry about the brief, and to consider less aggressive monetisation techniques.
* Discussed abstracting more from the paper prototype of a colouring book, making documentation that handles the similarities and differences between that and our game. This should make for a clearer reason behind what the player CAN do in the game.
  + Brush strokes, blocking in huge chunks.
  + Having two separate "modes" one for on the go, the other for in relaxation time.
  + Reconsider the way the player colours, and how the landscapes are presented.
* Player should be able to zoom and pan around image.

**Topic of Discussion**

* Practice 3d for our game
  + Changing the perspective, the player can view the world in, changes from a 2D game to 3D game with 2D elements to conserve time and memory
  + Allows for more freedom in the traversal of environment
  + Need to consider how this logically works in programming
  + How this works with colour
  + Has the changes in brushes changed this for the better or for the worse, colouring in 3d models?
* Discussed finalising the animal types
* Discussed designing environments that can be used, deciding to scale down to 3 detailed environments using 3D and 2D assets
* Need to consider how to create a world that the player can lose themselves in, and how the AI Character fits into this world, narrative and diegesis.

**Tasks**

**Charlie**

* Create prototype for a working UI for the game – 3h
* Create the menu that appears when you click on the AI Character – 3h

**George**

* Create concepts for animal companions – 3h
* Create 3D prototypes for the models of the floating isles – 3h

**Alex**

* Create concepts for the floating isles – 3h
* Create 3D Model prototypes for the environments – 3h

**Callum**

* Create a Unity file for our group game – 30 mins
* Create 3D Environment that can rotate – 3h
* Create the brush for the game – 2h 30m