**Meeting Minutes – Level 6 Group 6**

**Time**: 16th October 2017 11:00am

**Place of Meeting:** A214

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

Alex Polley was absent, but let the group know of his absence

**Agenda**

* Discuss feeback from Presentations
* Prepare for Group Games Jam this coming Wednesday

**Topics of Discussion**

* Charlie needed to research the Hook/Trigger Model, as he was unclear of the theories
* The group needs to consider this more, as omitting it from the presentation made it unclear that any coercive monetisation work had been conducted
* The core mechanics needed to be decided upon, and these have been discussed after last week’s presentation
* Mini Games Jam
  + Each member of the group spends a day designing a game around the coercive monetisation techniques, and mechanics we have agreed upon
  + We have agreed upon using Advertisement to drive revenue, but making it optional
  + We need to consider progression in the game

**Tasks for the week**