**Meeting Minutes – Level 6 Group 6**

**Time**: 25th October 2017 10:00am

**Place of Meeting:** Common Room – 24/10/17 Meeting Room – 25/10/17

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

Charlie Crewe was absent for the Jam, but attended meeting in the week and let the group know of his absence

**Agenda**

* Details of Small Meeting on 24th October 2017
* All members attended this meeting
  + Filled Alex in on the events that he had missed in his absence
  + Discussed with him the idea for our game, and answered any queries he had
  + Bought advance colouring books to research into our proposed game idea
  + Worked on iterating the concept of colouring to gamify it, specifically for our target audience

**Topics of Discussion**

* Games Jam on 25th October 2017
  + Worked on conceptualising the AI Character
  + Decided on going with a feline-like character, having observed a lot of advanced colouring books with this theme
  + Decided on theming for our game
    - Being set in a dream like world
    - Using a set, Pastel colour scheme
    - Vector graphics, able to be scaled without losing quality
    - Define hard, round shapes in landscapes
    - Dream-like clouds, resembling chalk dust, used as fog of war
    - Brainstormed the techniques we could use to create empathy for the player to feel for their AI companion
  + A prototype has been made and we discussed ways of scaling the mechanic back, to focus on an experience for the player, rather than focusing man power on perfecting the game technically yet
    - So, the prototype is not perfect, but can be iterated upon in the coming weeks
  + Discussed the scale of the project
    - Progression scale
    - Scope of the project, and what can be completed in time
  + Tasks this week continue to explore creating an experience for the player
    - All tasks on Jira
    - Some have carried over from last week