Group 5 Meeting Minutes

Date of Meeting – 07/08/2017

Time of Meeting – 16:30

Attendees – Rebecca Brannum, Elliot Page, Max Carter, Zach Cooper

Postmortem of previous week’s work:

As a group, we theorised mechanics and concepts that could be interesting to explore over the next couple of weeks. We have spent this week trying to brainstorm and theorise applications for aesthetic or thematic concepts for our project.

What went well –

We successfully brainstormed a variety of ideas that could prove to have very interesting application over a year-long project, within the allotted timeframe we set ourselves.

What went badly –

It might’ve helped discussion to have more assets such as mood boards to show the rest of the group.

What can be done to improve this week –

Make more assets to aid discussion.

Overall Aim of the Week’s Sprint –

This week we aim to think about the more academic/theoretical parts of the project design (eg. Where is the fun, what is the player motivation etc.).

Tasks for the Current Week:

Group – Think about player motivation, fun, and the finer points of the game design (10h, untracked: before official project start)

Max –

Rebecca –

Joe –

Elliot –

Zach -

Meetings Planned:

11/08/2017, 19:30