Group 5 Meeting Minutes

Date of Meeting – 21/08/2017

Time of Meeting – 14:00

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

Postmortem of previous week’s work:

Work Submitted:

* Environmental concept art, submitted by Elliot Page (untracked)
* New game ideas, submitted by Elliot Page (untracked)

We have decided to scrap our initial idea with the beetle due to our inability as a group to come up with a cohesive holistic design that all members of the group are satisfied with. Sensing the potential for arguments and an unfocused game, we have decided to move on to other ideas.

What went well –

Attempts were made to establish an art style, and members were invested in the project, despite the project technically not having started yet.

What went badly –

Only 1 team member submitted anything concrete to show the rest of the group during the meeting.

What can be done to improve this week –

Team needs to be able to delegate tasks more evenly, plus members need to commit to producing assets outlined in previous meetings.

Overall Aim of the Week’s Sprint –

To create some prototypes of potential mechanics to be used in a new project.

Tasks for the Current Week:

Group – Create some prototypes of potential mechanics (approx. 5h, untracked)

Max –

Rebecca –

Joe –

Elliot –

Zach -

Meetings Planned:

No meetings planned this week