Group 5 Meeting Minutes

Date of Meeting – 14/08/2017

Time of Meeting – 19:00

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

Postmortem of previous week’s work:

We collaborated and reviewed our group understanding of the game mechanics we plan to explore. We decided on an emergent-narrative-focused “spectacle fighter” (i.e. boss-battle focused), telling a David-and-Goliath themed story about a beetle ascending a mountain.

What went well –

We have a much more concrete idea about the holistic design of the project. We believe we are on the same wavelength about the mechanical and thematic design, allowing us to work on other projects.

What went badly –

N/A

What can be done to improve this week –

N/A

Overall Aim of the Week’s Sprint –

To flesh out our idea into specifics. We need to write a narrative, environmental concepts and mood boards for art style design.

Tasks for the Current Week:

Group – Narrative writing (3h, untracked), Environmental concepts (3h, untracked), Art style design (3h, untracked)

Max –

Rebecca –

Joe –

Elliot –

Zach -

Meetings Planned:

21/08/2017, 14:00