**TEAM Group 2**

**DATE OF MEETING 31/01/18**

**TIME OF MEETING 11:00 am – 14:30pm**

**ATTENDEES Kyle bodin, James Macleanan, Willoughby Axtell, Daniel Beales**

**Next Meeting:** Tuesday 6th Feb – Time TBC via Email

**Overall Aim of the weeks sprint: -**

The overall aim of this week’s sprint is to become familiar with the brief back to front, create several diverse types of write ups detailing the briefs outline and concept art/themes and games that can match the requirements.

There is a deadline target for all the current tasks on jira to be met by Friday the 2nd feb. This is so we have time over the weekend to go over all of the mixture of evaluations that the team have created, with different concepts, themes and mechanic ideas and select a small collection to try and create an individual, unique game idea that fits the requirements of the brief.

Once this has been done over the weekend, I will create the base for the PowerPoint presentation that will be uploaded on Monday 5th feb night for the team to go over, any errors or changes/contributions they would like to make will and can be spoken about and changed on Tuesday. This is when we are going to have a team meeting to discuss the game we want to create and the presentation, this also gives us time to practice the presentation before the actual pitch.

We have spoken about creating a small backlog of jira tasks, currently only around 4hours has been allocated to each team member. The remaining 2 hours will be used to further research for the presentation once all others have been completed, but we all agreed to not put them active on jira until a point we had all spoken and discussed the results of the evaluations over the weekend.

**Tasks for the current week:-**

Kyle, James, Willoughby each have three of the same tasks, consisting off; Setting up github and jira accounts, Making sure they have read through the Design brief thoroughly and writing up about the 5 games that have been linked in the document, comparing them against each other and what similarities they have with each other and also evalutating how the mechanics and the games meet the criteria of the game brief.

They also each have a separate more detailed task of doing personal research on games that are within the requirements of the design brief. Each team members task is focusing on separate parts of the game.

James is to focus on the demographics of the game types we have to produce using the examples in the design brief and personal research, Kyle is to do the same style of research but focusing on the contrasts of the game, Ie what key visual similarities do they have, ie “They all have bright colours” or “They all have objects moving very fast”, Kyle has to try and find a correlating theme/art style within the genre of games. Willoughby’s task is to do the same research but study how the games create the competitive nature of the game, while keeping it as casual gameplay. While also evaluating how their competitive gameplay works and if there is any common correlations.

My tasks are to create all the management resources, ie minutes, setting up jira. But also I will set some tasks to get a unity project folder started and a base plate for the game set up, so once a game concept has been decided on the game can immediately start being worked on.

There are a few tasks already backed up for once the evalutations and concept game ideas have been created, These are mainly mood board and artwork styling.

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|  | Willoughby Axtell |  |
|  | Tasks | Hours |
| 1 | Set Up Github and Jira Accounts. | 15M |
| 2 | Read through the Game Design brief thoroughly | 15M |
| 3 | Write up - Game Design brief. | 1H |
| 4 | Find, Study and review similar competitive games. | 1H |
| 5 | Using the design brief - Create concept game ideas | 2H |
|  |  | Total: 4h:30m - Estimated |

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|  | Kyle Bodin |  |
|  | Tasks | Hours |
| 1 | Set Up Github and Jira Accounts. | 15M |
| 2 | Read Through the Game Design brief thoroughly | 15M |
| 3 | Write up – Game Design Brief | 1H |
| 4 | Find, Study and review similar competitive games. | 1H |
| 5 | Using the Design Brief - Create Concept game ideas | 2H |
|  |  | Total: 4h:30m – Estimated |

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|  | James Macleanan |  |
|  | Tasks | Hours |
| 1 | Set Up Github and Jira Accounts. | 15M |
| 2 | Read through the Game Design brief thoroughly | 15M |
| 3 | Write up - Game Design brief. | 1H |
| 4 | Review and write up the Demographic for the game. | 1H |
| 5 | Using the Design Brief - Create Concept game ideas | 2H |
|  |  | Total: 4H:30M - Estimated |

Daniel Beales – My tasks are still to be confirmed – Will have to update in next weeks miniutes or an updated version of this.

Time Spent in Labs : 11:00am – 14:30pm