* 2 February 2018, 13:00 – 16:00 (3 hour group jam)
* Room A214
* All group members present and on time

Meeting Overview

* Discussion of initial ideas
* Refining ideas
* Presentation work

Aim of the Weeks Sprint

* Come up with concepts in order to determine what idea we will be pitching and discussing in next meeting
* Discussion of ideas, producing powerpoint and practicing ready for Wednesday pitch

At the start of the meeting, we sat down as a group and presented our initial ideas to one another, so that we could begin cutting out those that did not meet the brief and refine those that did. Once we had chosen our final idea, we started exploring screen hierarchy before starting work on the presentation and the individual elements that needed to be included, such as mood boards and prototypes. Alex T and Alex M decided to work on one prototype each, one in Unreal 4 and one in Unity to help decide which engine would be best for the project.

By the end of the meeting, the basic structure of the powerpoint was laid out and we had some moodboards for backgrounds and game sprites, as well as a start for the basic working prototypes. As a group, we set up a Google Slides document so that we could work collaboratively on the presentation over the course of the weekend and add our work to our individual slides. We have agreed to meet at 9am Wednesday 7th February in A214 so that we can finalise our slides, check the presentation in our dedicated pitching room and practice together before presenting.

Tasks for Current Sprint

**All group members**

* Research and come up with ideas ready for Friday – 3h
* Contribute to presentation and practice for initial pitch – 3h