Meeting Minutes

Friday 2nd February 2018

Start Time – 12:30PM

Attended Meeting:

Matthew Cavignac – Project Lead  
Joshua Pearse – Designer  
Jack Gilmour – Designer  
Jordan Godbold-Slater – Programmer

What was discussed:

Each member provided their three ideas, which we discussed during this meeting and developed into core ideas.

We started by looking at each game mechanically and the games core gameplay loop, if this couldn’t be worked out, we would take apart the idea and see if we could make something similar, or different with the same mechanics.

After discussing for a while we came up with three core ideas;

* Tap Running Race
* Tap Parachute
* Tap Miner

With the core ideas, I asked which one the members would prefer to make, however, unable to choose we decided to do research on all three, as well as sketch ideas on visuals to get a view of each game and mood boards of similar games which we would go over on Monday 5th February.

I also reminded the members to join the Github and Jira so I could confirm their work.

Meeting ends  
End Time – 13:30PM