Meeting Minutes

Wednesday 31st January 2018

Start Time – 11:00AM

Attended Meeting:

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

What was discussed:

We all looked over the brief, discussing the key aspects;

* Mobile based 2D game
* Tap input
* Making the player(s) Focused and Engaged
* Multi-player
* Symmetric

I took time out to bring up e-mailing correctly with my team, I did also create a Facebook chat to chase up people who were/are missing from meetings, if they haven’t responded to the e-mails sent.

I also talked about Jira and Github and that they should keep an eye out for the link I would send them via e-mail.

Once the initial set-up and groundwork for the project was laid out, I assigned each member of the team the task to go away and come up with three different solutions to the brief which we agreed to discuss on Friday 2nd February.

Meeting ends  
End Time – 11:30AM