**Group 6**

**5/02/18**

**10:00 – 13:00**

**ATTENDEES All in attendance** (Tom Gibbs, Fraser King, Jack Massey, Daniel Marsh)

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

To analyze existing games mechanics and identify suitable design ideas.

Once mechanic chosen, research theme. Once theme developed, prepare evidence for PowerPoint presentation.

**Meeting Minutes: -**

The team were shown the early prototype build. The build was exported to android to allow a brief playtest of the basic functionality on the intended platform of the final version.

Design ideas were discussed from the results of the designers assigned tasks – although the group agreed no themes suggested were ultimately fit for use. Similar to the struggle encountered when attempting to produce initial mechanic ideas, we settled that a break from brainstorming ideas and revisiting the problem at a later date would best serve the game theme.

The remainder of the meeting consisted of adding to our PowerPoint presentation. Adding template slides for every topic that need be discussed as well as collating the reasoning for design choices so far, to be included.

**Tasks for the current week:-**

Tom Gibbs:

* Continue preparation of points to be included in the first pitch powerpoint / 1h

Fraser King:

* Continue preparation of points to be included in the first pitch powerpoint / 1h

Jack Massey:

* Continue preparation of points to be included in the first pitch powerpoint / 1h

Daniel Marsh:

* Continue preparation of points to be included in the first pitch powerpoint / 1h

(Tasks are uploaded and tracked on JIRA)

Next meeting arranged for Wednesday 7 February, 09:30.