**Group 6**

**9 February 2018**

**09:50 – 13:00**

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

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

To determine games overall theme, tailored to appropriate demographic.

To identify viable alternative to games current ‘timer bar’.

To optimise existing prototype and incorporate new design for timer bar (if design chosen).

**Meeting Minutes:-**

Team met with the last member arriving at 09:50 for the 10:00 meeting.

Purpose of the meeting was to work through design challenges as a team, producing ides for the projects theme and brainstorm further solutions to the problem of using an oscillating power bar.

Team used first hour of meeting to come up with alternatives to the power bar. Haptic feedback (device vibrations), sound output and visual feedback such as ‘vibrating’ sprites/UI/game scene are all promising ideas for representing optimal timing. The team will use their remaining time on this task to produce evidencing mood boards.

The remainder of the meeting was spent on the designers’ theme development task. Via brainstorming, liquid was quickly identified as an effective medium for conveying shake (through waves/ripples) so will be used as a basis for future design development.

Having advanced with the idea of water the team reconsidered the primary mechanic, altering the appearance yet maintaining its functionality. 4 further prototypes (3 prototype scenes, one of which has two variations) will be developed to playtest the design to ensure compatibility with new aesthetic concept/mechanic implementation.

**Tasks for the current week:-**

Tom Gibbs:

* Optimise existing code and continue development of game build / 4h
* Create moodboard of alternative timing meter bars / 2h

Fraser King:

* Create world document demonstrating market research for informed demographic / 1h
* Create moodboard showing research into theme development / 3h
* Create moodboard of alternative timing meter bars / 2h

Jack Massey:

* Create world document demonstrating market research for informed demographic / 1h
* Create moodboard showing research into theme development / 3h
* Create moodboard of alternative timing meter bars / 2h

Daniel Marsh:

* Create world document demonstrating market research for informed demographic / 1h
* Create moodboard showing research into theme development / 3h
* Create moodboard of alternative timing meter bars / 2h

(Tasks are uploaded and tracked on JIRA)

Team should not require another meeting in person this week. Tasks have been decided and a goal set. Team will next meet at 08:45 on Wednesday 14 February prior to tutor sessions.