**Group 6**

**31/01/2018**

**11:15**

**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.

**Meeting Minutes: -**

The team discussed use of software, agreeing to use Unity rather than unreal engine.

Team member abilities were discussed.

Fraser King, Jack Massey, Daniel Marsh will be responsible for artwork. Noted that none of the team have attempted 2D animation before.

As the only programmer Tom Gibbs will be responsible for Unity scripts and the Unity Build.

All members will be involved in the design process.

The team filled out a weeklong 9am – 9pm excel spreadsheet, revealing time in the week (in hour slots) every member is simultaneously available for meetings/to complete assigned tasks. This is included within the GitHub repository ‘Admin’ folder.

Team moved on to analysis of the brief.

Each component of the brief was broken down and discussed.

As a group, games with similar attributes to those specified in the brief were observed and playtested, allowing each member to identify the individual mechanics to produce an informed design.

Coupled with a random verb generator to assist with theme ideas, different mechanics and accompanying designs were produced, each tailored to an appropriate demographic.

Iterations of ideas were developed using a multitude of mechanics, but despite spending 4 hours developing design, each member of the group agreed that we had not yet reached the best possible solution to the brief.

To maximize productivity a meeting was scheduled for Friday morning and tasks set for each team member to conduct further independent research and continue to iterate on design ideas – with the intent of having designs ready to share at the meeting.

All team members were cooperative and open to criticism from others, listening and voicing their own ideas and opinions.

**Tasks for the current week: -**

Each member to continue research into existing games and produce informed design ideas to discuss at next team meeting.

Tom Gibbs:

* Continue to identify applicable mechanics and develop design ideas / 3h
* Create a template power point presentation to be added to by the team / 2h
* Set up JIRA, GitHub, upload minutes / 1h

Fraser King:

* Continue to identify applicable mechanics and develop design ideas / 3h

Jack Massey:

* Continue to identify applicable mechanics and develop design ideas / 3h

Daniel Marsh:

* Continue to identify applicable mechanics and develop design ideas / 3h

(Tasks are uploaded and tracked on JIRA)

Follow up meetings scheduled for Friday 2/02/2018 to continue development of design ideas and for Monday 5/02/2018 to finalize pitch 1 presentation.