Meeting Minutes

Time of Meeting: 1:00 – 4:30

Attendance:

* Charlie Kinglake
* Andreea Mazarianu
* Michael Davis
* George Smuts

Meeting Agenda:

* Discuss all tasks with the team that were being undertaken at the jam
* Discuss with George what was being asked from him in his task
* Offer feedback on all work produced throughout the jam

In todays jam, I wanted to keep a closer eye on the work that was being produced by the team and to especially make sure that George knew what he was doing and to give feedback on his work.

This weeks tasks were mainly set to get the game and the team ready for playtesting in the next sprint. Georges tasks were set with the goal that he would get an idea of what will be asked of him throughout playtesting/iterating the game, as well as producing assets.

Michael continued getting the game ready to be built for android devices. This task being undertaken in the jam helped the designers as we could get an accurate idea of the scale of the assets and the room that would be left on the mobile screen.

Andreea started on her task to create the level artwork. Throughout the jam we constantly discussed possible other designs/layouts for the level that may be a better fit not only for use on a smaller mobile device but that also may better fit some of our target audience. These will continue to be discussed in our next meeting.

I got to work on researching and creating moodboards for our game. When starting this task, I discussed the idea of designing our menus to either be interactive or to atleast not be static menus. This was due to part of our target demographic being of a lower age range and our aim is to make sure that we don’t lose the attention of younger players at any point.

I feel that we all worked well today and made good progress on our tasks and getting the game ready for playtesting. I am happy with how the team worked and I am pleased with Georges approach to his tasks this week.

Our next meeting is set for Monday 19th where we will once more discuss our progress on the tasks and continue working on any tasks that are still outstanding.