Meeting Minutes

Time of Meeting: 1:00 – 4:00

Attendance:

* Charlie Kinglake
* Andreea Mazarianu
* Michael Davis
* George Smuts(from 2pm)

Meeting Agenda:

* Discuss the programming tasks and get a breakdown of everything that needs to be done.
* Discuss where the game needs to be for the next sprint.
* Go over all work produced in the jam and offer feedback.

In this jam, we started by discussing with Michael exactly what we need in the prototype and what we will need for the prototype to be playable by next sprint.

As this weeks tasks were supposed to be based around playtesting but the prototype wasn’t ready, George and Andreea have been given tasks to create some more art assets that will be applied to the iterations designed in our previous meeting.

When George arrived I sat with him and discussed what we needed from his task and how he could research to inform his design choices.

For my tasks, I started work on creating a risk assessment that contains possible risks, the severity of each risk and what actions could be taken to remedy them if any came into play at any point during the project.

Our next meeting will be Wednesday 28th.