Meeting Minutes – Group 8

Time of Meeting: 11:15 – 12:50

Meeting Attendance:

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

Meeting Agenda:

* Run through the brief together.
* Team members skill sets.
* Game ideas.
* Potential theme ideas.

In our first meeting, we all read through and discussed the brief together to make sure that every member of the team understood what was required of us. Once we had gone over the brief, we started to discuss our potential ideas, how they fit the brief and potential themes that could be applied to the idea. One we had a list of ideas that we had as a team come up with, we discussed with Michael if they would be achievable blueprint wise.

After we had gone over the needed mechanics for each of our ideas, we settled on an idea that we were all happy with.

We have set a meeting for Friday 2nd so we can prepare our presentation for the first pitch. In preparation for this meeting the team will need to research the target audience for our chosen idea, create mockups and for the programmer, research blueprint for the mechanics.

Tasks for current sprint:

Charlie:

* Research target audience for chosen game idea.
* Create screen mockups for chosen game idea.
* Create presentation for first pitch.

Andreea:

* Research taget audience for chosen game idea.
* Create screen mockups for chosen game idea.
* Research possible themes for chosen game idea.

George:

* Research target audience for chosen idea.
* Create screen mockups for chosen game idea.
* Research possible themes for chosen game idea.

Michael:

* Research blueprint methods for chosen game idea.
* Create moodboards for chosen mechanics.
* Set up Unreal project with appropriate file names and upload to Github.