**Level 4/5 - Group 5**

**DATE OF MEETING**

05/02/2018

**TIME OF MEETING**

4:00PM – 5:30PM

**ATTENDEES**

Henry Crofts, Ashely Long, Samuel McMillan, Dawid Hojka

**APOLOGIES FROM**

**Postmortem of previous weeks work:-**

**What went well: -**

**What went badly: -**

**What can be done to improve the current week?**

**Meeting Minutes:-**

The team held a second meeting on Monday 5th February so that Samuel could be present and to continue from the previous meeting.

During this meeting we caught Samuel up to speed with what had been discussed earlier in the day. We discussed a few more ideas and how we could improve the idea we had selected. We then spoke about coming up with the theme for the game and assigned some extra tasks.

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

The aim of this weeks sprint is to research single tap / input games to draw inspiration from, and come up with a number of concept ideas to bring to the team.

**Tasks for the current week:-**

**Henry Crofts – Research possible game ideas / 2 hours 30 minutes:** The outcome of this task is to research other games of single touch input, preferably mobile games, to draw out what makes the game work to help inspire and come up with a wide variety of game ideas.

**Henry Crofts – Read and understand the brief / 1 hour:** The outcome of this task is to make sure that all team members have reread the brief after the meeting today. This is to ensure that everyone understands every aspect of the brief to make sure that no part is misinterpreted or misunderstood.

**Henry Crofts – Create the presentation / 1 hour 30 minutes:**  The outcome of this task is to create a presentation ready for the meeting on Monday 5th so the team and go through it together, make any amendments after Mondays meeting ready to present to the board on Wednesday 7th.

**Henry Crofts – Create initial prototype / 2 hours:** Create the initial framework for the game in the Unity Engine.

**Ashley Long – Research possible game ideas / 3 hours:** The outcome of this task is to research other games of single touch input, preferably mobile games, to draw out what makes the game work to help inspire and come up with a wide variety of game ideas.

**Ashley Long – Read and understand the brief / 1 hour:** The outcome of this task is to make sure that all team members have reread the brief after the meeting today. This is to ensure that everyone understands every aspect of the brief to make sure that no part is misinterpreted or misunderstood.

**Ashley Long – Research potential challenges for the game / 2 hours:** The outcome of this task is to research challenges that the game could present to the player to keep the game ***engaging*** and ***enjoyable*** this could range from obstacles for the player to avoid or mechanics that the player will have to adjust their play style to overcome.

**Samuel McMillian – Research possible game ideas / 3 hours:** The outcome of this task is to research other games of single touch input, preferably mobile games, to draw out what makes the game work to help inspire and come up with a wide variety of game ideas.

**Samuel McMillan – Read and understand the brief / 1 hour:** The outcome of this task is to make sure that all team members have reread the brief after the meeting today. This is to ensure that everyone understands every aspect of the brief to make sure that no part is misinterpreted or misunderstood.

**Samuel McMillan – Come up with a core game loop / 2 hours:** The outcome of this task is to come up with a few ideas of a core game loop.

**Dawid Hojka – Research possible game ideas / 3 hours:** The outcome of this task is to research other games of single touch input, preferably mobile games, to draw out what makes the game work to help inspire and come up with a wide variety of game ideas.

**Dawid Hojka – Read and understand the brief / 1 hour:** The outcome of this task is to make sure that all team members have reread the brief after the meeting today. This is to ensure that everyone understands every aspect of the brief to make sure that no part is misinterpreted or misunderstood.

**Dawid Hojka – Research Demographics / 2 hours:** The outcome of this task is to find out what demographic our game would be targeted at, please refer to Jesse Schell’s *“The Art of Game Design”*.

**UPDATED TASKS:**

**Samuel McMillan – Create concept background / 2 hours:** Create concept art for the background of the level.

**Ashley Long – Create a concept outline / 2 hours:** Create the outline concept of the game to give a visual representation of the world.

**Dawid Hojka – Character Design / 2 hours:** Create concept characters for player one and two.

If there are any questions about your tasks please contact me as soon as possible so I can help you understand your tasks

Our next meeting will be held on Monday 5th February in A202 at 11:30AM. Please make sure you are present as we will be going over our game ideas and the presentation in preparation for Wednesday 7th February. Please let me know as soon as you can if you will not be able to make the meeting.