**Level 4/5 - Group 5**

**DATE OF MEETING**

31/01/2018

**TIME OF MEETING**

11:30AM – 12:30PM

**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:-**

To start the meeting off the team spoke about which software to use, the software decided was the Unity Engine. The team then went on to discuss their strengths and weakness with each other, this helps with the distribution of tasks between the team members.

It was decided that the three designers have a strong understanding of 2D artwork, with Dawid Hojka especially proficient in pixel art, Ashley Long likes to do level design and Sam McMillan feels confident with creating mechanics. Henry Crofts will be the main collaborator with the Unity code with help from Dawid Hojka.

The team the proceeded to evaluate the brief picking out useful information making sure we didn’t miss an important part, it was then decided that each member of the team would go through the brief again in their own time to fully understand it. While going through the brief as a group we downloaded some of the games mentioned on the brief while watching YouTube videos of the other games trying to pick out similarities between the games and each games unique component.

Towards the end of the meeting the team sat around brainstorming a few ideas, sharing them with the group pointing out which ones were good, or didn’t fit the brief. The meeting did run a bit short due to two team members having prior commitments.

**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.

**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”*.

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.