**TEAM:** Group 12

**DATE OF MEETING:** 31st January 2018

**TIME OF MEETING**: 9am – 3.30pm

**ATTENDEES:** Daniel Pokladek, Jamie Gostling, Kiril Kostadinov, Daniel Smith

**APOLOGIES FROM:** N/A

**Postmortem of previous weeks work:**

N/A

**What went well:**

We have met the team and we have discussed the initial ideas for the game; we have found it difficult to figure out a theme, design or mechanics for the game, thus we have decided to create small research documents from each of the members and later discuss more possible game ideas.

**What went badly:**

We have struggled to come up with game ideas, but we have given ourselves research tasks to overcome this.

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

We need to come up with the initial game idea to pitch next week, thus why we need the research documents to be done on time; otherwise we will struggle with the initial pitch.

**Overall Aim of the weeks sprint:**

Prepare some game ideas and concepts for the next meeting, so that we can decide on the game and we can start working on the presentation for the initial pitch.

**Tasks for the current week:**

You need to make absolutely clear that participants understand the scope of the tasks they are being asked to complete and that they have estimated how long they will take to finish. No more than 6 hours p/w per person. **Remember tasks should be short, specific – not 6 hours! Broken down into logical segments and time limited**

Daniel Smith: 1 Tasks - 3hrs

Kiril Kostadinov: 1 Tasks - 3hrs

Daniel Pokladek: 2 Tasks - 3hrs/2hrs

Jamie Gostling: 1 Tasks - 3hrs