**TEAM:** Group 12

**DATE OF MEETING:** Friday 2nd Feburary

**TIME OF MEETING:** 12am - 2pm

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

**APOLOGIES FROM:** Kiril Kostadinov (1hr and 30mins late).

**What went well:-**

We all met and got to know each other as well as each other’s potential role in the group project and each member’s comfortability with the software and their own technical competence. Communication within the group at the meeting was good and there was plenty to be said and discussed.

**What went badly:-**

The brief at this point was what we were struggling with and the ideas we had were very rough and basic at this point and therefore needed further thinking, this resulted in coming to an idea a little later than other groups. The meeting on Friday was slow to start as we were needing to discuss ideas and research but we didn’t have the whole team until the last 30mins of the meeting.

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

Punctuality of the whole group, consistent logging of work and frequent updates from first years in the form of emails.

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

To have each member carry out their own individual research based on, either the design or mechanics of games similar. In order to then meet up again and discuss and form an informed design and idea for a game. As well as this each member of the group will also contribute to a shared PowerPoint document in order to prepare for our Pitch next Wednesday.

**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: 2 Tasks - 3hrs/3hrs

Kiril Kostadinov: 2 Tasks - 3hrs/3hrs

Daniel Pokladek: 3 Tasks - 3hrs/3hrs/2hrs

Jamie Gostling: 2 Tasks - 3hrs/3hrs