Meeting Minutes

Date of Meeting: 04/02/2019

Time of Meeting: 12:00

Attendees: Thomas McCarthy, Tom McLaren, Amy Potter

**Post-mortem of previous sprint**

All tasks were completed from the previous sprint which started on Monday.

In terms of what went well for the group. All tasks were completed on time, uploaded to GitHub and tasks moved correctly on Jira. We now have each created 3 viable game concepts which fit the Sumo Digital brief. As a result, a total of 9 game concepts.

On the other hand, what did not go as well was the fact that I had to visit my Grandad in hospital on Thursday, thus missing our meeting with Rob. However, I have been informed by other group members what was discussed. For example, we were advised to complete all 6hours worth of tasks on a games Jam every Wednesday.

**Overall Aim of the current weeks sprint**

Our plan for the sprint this week is to meet up on Wednesday and complete our 6hours worth of tasks during a games jam in the labs. Which is focusing around selecting the best game concepts we would like to pursue that best fit the brief. Then further develop them and create one basic prototype.

Tom McLaren will further develop each 3 main game ideas, for example to sort out a theme for each game. Then create a basic prototype of our selected game idea which has simple working mechanics.

Tom McCarthy will further develop each 3 main game ideas, for example to sort out a theme for each game. Then create a basic prototype of our selected game idea which has simple working mechanics.

Amy will further develop each 3 main game ideas, for example to sort out a theme for each game. Then create a basic prototype of our selected game idea which has simple working mechanics.

**Any other business**

N/A

Meeting Ended: 13:00

Minute Taker: Thomas McLaren