Date of Meeting: 29/01/19

Time of Meeting: 1:15

Attendees: Thomas McCarthy, Thomas McLaren and Amy Potter

**Overall Aim of the current week’s sprint**

Creating ideas for a game that is suitable for the brief given.

Each member will come up with 3 ideas that suits the brief, these ideas will have a theme and the mechanic which will be replacing the main mechanic from that genre. So, for example in shooting games they normally use a reload mechanic to reload the gun of ammunition. This could be replaced with an unlimited amount of ammunition, but guns do smaller amounts of damage.

(The image below shows off the ladder mechanic in one of our game ideas). The game idea is using the platformer genre but removing jumping, you play as a firefighter and you must save travel between buildings by creating a ladder which is long enough to the next window. If the ladder is too short, it will not reach and burn and if it is too long it will do the same. The game is all about judging the distance to the next window, and by guessing correctly you save a victim of the fire.

**Any Other Business**

We will be having our game jam on Thursday after Rob’s lecture.

**Meeting Ended: 1:50**

**Minute Taker: Thomas McCarthy**

**A close up of text on a whiteboard

Description generated with high confidence**