**GROUP PROJECT, GROUP 3**

**DATE: 30 September 2018**

**TIME: 19:00 – 22:30**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** DISCORD, VOICE CALL

**Minute Taker: Tom Gibbs**

**Overall aims of the current sprint**

* Discuss team strengths, weaknesses, realistic abilities
* Use discussion to create defined project limitations
* From this create realistic project scope
* Identify mechanics / themes which work within these constraints
* Produce minimum of three game design ideas

**Meeting:**

Discord voice call to ensure preparation of work for Rob’s group project lecture session is sufficient.

Team reviewed each idea created so far, ensuring all members shared the same understanding of the current design.

Team agreed that the 4 designs should be divided equally between the two members:

Tom: Management game

Tether game

Henry: Maze game

States of Matter game

Team produced rudimentary screen mock-ups of a level for each design, to assist with explanation. The team then populated a PowerPoint document showcasing potential theme designs, self-imposed design restrictions, games used for inspiration for current ideas, how elements of these were analysed and resulting attributes used to create the teams game loop.

Team rehearsed the pitches for each individual game idea until satisfied that each team member is able to present all 4 ideas if necessary.

Team closed meeting and sprint, agreeing to hold next group meeting Monday 1 October, following Rob’s lecture session.

**Tasks for the current week:**

**Tom:**

* **Meet as a team to develop design ideas (minimum of 6 hours)**

At least 6 hours should be spent as a team to further develop ideas and ensure that the team maintain a constant understanding of each other’s perspectives. It may also be beneficial to complete elements of our individual tasks as a team.

* **Continue design idea development (2hr)**

Independently continue development of ideas from group meeting.

* **Develop design ideas (2hr)**

Independently develop new game design ideas.

* **Analyse existing games for inspiration (2hr)**

Independently assess released games to identify themes/mechanics suitable for the team constraints.

**Henry:**

* **Meet as a team to develop design ideas (minimum of 6 hours)**

At least 6 hours should be spent as a team to further develop ideas and ensure that the team maintain a constant understanding of each other’s perspectives. It may also be beneficial to complete elements of our individual tasks as a team.

* **Continue design idea development (2hr)**

Independently continue development of ideas from group meeting.

* **Develop design ideas (2hr)**

Independently develop new game design ideas.

* **Analyse existing games for inspiration (2hr)**

Independently assess released games to identify themes/mechanics suitable for the team constraints.

***Tasks not tracked on JIRA this week as board not yet available.***

***|tasks to become dramatically more specific as ideas are developed.***