**MEETING MINUTES**

08/10/2018

11am – 12am

Attendees – Alice Baker, Bethany Cowle, Amy Potter, Daniel Pokladek.

**Feedback received -**

During our meeting with Dan Mayers on Monday morning, he asked the designers (Alice, Bethany and Amy) to prepare some mood boards and artwork ready by Tuesday evening, so that the programmer (Daniel) could start working on the prototypes for each game. We didn’t have a proposed schedule, clear market assessment or potential risks during development before meeting with Dan, so we discussed this briefly during the meeting.

After receiving feedback from Dan, we met with Dave Pimm for more feedback and advice on our current ideas. These ideas were still very vague and generic, and need a lot more informed design work to back them up. The puzzle game was the most developed out of all three, but the zodiac had no design elements, and the narrative game had too many risks for the development, such as branching narratives, and mental health being a challenging subject to work with.

After these meetings with Dan and Dave, we decided to have a group meeting to discuss our current ideas, to see if they could be adapted into something less generic, with a lot more design. We decided to keep the 2 player co-op puzzle game idea, as we’re confident that there was enough design to build on if the game used networking like we originally planned. We then decided to stop working on the other two ideas (mental health narrative and zodiac side-scroller) but keep them noted if we are able to adapt features for something else. We have organised to have a game jam together in the labs Tuesday afternoon, so we can brainstorm new ideas.

**Overall aim of the current sprint –**

* Game jam for brainstorming new ideas - Think of 2 new ideas for our presentation (this time starting from emotions and building up to mechanics)
* Mood boards and concept art for each idea, prepared in time for the programmer to make a prototype (deadline – Thursday 9am)
* Prototype for each game idea
* Create presentation for next week, including information such as core game loops, types of fun, mood boards and concept art, market research and potential risks involved in development.

Alice –

* (2h) Idea 3 mood boards
* (2h) Idea 3 game concept art
* (2h) Work on the presentation
* (0.5h) Practise the presentation (Thursday 11th - afternoon)
* (1.5h) Market research – work together in the labs
* (4h) Game jam – brainstorming and developing ideas

Bethany –

* (2h) Planet game mood boards
* (2h) Planet game concept art
* (2h) Work on the presentation
* (0.5h) Practise the presentation
* (1.5) Market research - work together in the labs
* (4h) Game jam – brainstorming and developing ideas

Amy –

* (2h) Puzzle game mood boards
* (2h) Puzzle game concept art
* (2h) Work on the presentation
* (0.5h) Practise the presentation
* (1.5) Market research - work together in the labs
* (4h) Game jam – brainstorming and developing ideas

Daniel –

* (3h) Make a prototype for the co-op puzzle game
* (3h) Make a prototype for the planet game
* (3h) Make a prototype for game idea 3
* (1h) Work on the presentation
* (0.5h) Practise the presentation
* (2h) Game jam – brainstorming and developing ideas

Any other business -

Game jam date and time – 09/10/2018 @ 12:00-4:00pm

Presentation practise - 11/10/2018 @ 4:00pm

Minute taker – Alice Baker