Meeting Minutes – Thursday & Friday Meetings

***Date & Time:*** Thursday 31th & February 01st*, 2019 | 10:00pm*

***Attendees:***

* *Daniel Pokladek*
* *Amy Potter*

## Meeting Overview:

In the short sprint, the team has met with two lecturers. On Thursday the team has met with Rob and carried out a short meeting afterwards, but Daniel needed to leave early. On Friday the team has spent most of the day working as a team after meeting with Dave.

Thursday: On Thursday the team met with Rob and discussed the current state of the game. Rob has suggested some changes and features that the team will consider when developing the game. After the meeting, the team carried out a short meeting to delegate the tasks for the short sprint.

Friday: On Friday the team met with Dave and once again discussed the current state of the game. Dave has given the team many suggestions, and what problems the team needs to tackle first before proceeding with development. Those will be the things that the team will focus over the next couple of sprints, as the team needs to re-think and re-design the fundamentals of the game. After the meeting with Dave, the team has considered what the next steps should be and what the team will do over next sprints.

The team has decided to carry out a jam on Thursday 7th, to work on the game together.

## Current Sprint Aim:

* Research idle games, and their mechanics and how they implement them
* Research gating mechanics in games, and how they are used in idle games
* Research progression, and consider how players will progress through game and what would keep players coming back to the game

## Sprint Tasks:

Amy:

* 2h | Research idle games
* 2h | Research gating mechanics

*Total: 4 hours.*

Daniel:

* 2h | Research idle games
* 2h | Research gating mechanics

*Total: 4 hours.*

*\*More detailed descriptions of tasks, available on the Jira board.*

Next Meeting Scheduled for 4th February 2019.  
Studio Jam Scheduled for 7th February 2019.

Minute Taker: **Daniel Pokladek**