* 7 February 2019, 12:00 – 19:00
* Computer Games Common Room
* Amy Potter and Daniel Pokladek
* All present

Post-mortem of Previous Week

On Friday 1st February, the team had a meeting with Dave Pimm, in which we discussed a variety of idle games and the features that they incorporate in order to keep players engaged etc. The team decided that they would investigate these games further in order to gain a basis of pros and cons, as well as other features that could be used to influence design decisions.

At the end of the last week, having met with both Rob Kurta and Dave Pimm, the team have decided to put asset creation on hold and begin working from the bottom, following the advice given to us by the lecturers.

The tasks outstanding at the end of the most recent sprint are as follows:

* Continue researching idle games – Dan (0h of 2h complete)

Feedback Received for the Current Week

**Rob Kurta**

During the meeting with Rob, we discussed our meeting with Dave Pimm and the research that we had carried out individually as a result of his feedback. Rob was initially worried that the group were continuing with asset development however, once he was reassured that the weekly jam sessions were for paper-based design work, he was happy with the direction that the group was choosing to take.

Meeting Overview

* Discuss the research that was carried out regarding idle games
* Game jam: Brainstorming session and collaborative design work (4h)

Aim for the Sprint

* Work collaboratively to carry out design tasks

Following our meeting with Rob, myself and Dan returned to the Games Common Room to discuss the research that we had carried out regarding idle games, and how we could use our findings to influence our design decisions. In addition to this, we revised some of our older research, including keeping the player engaged and designing persistent games. At 15:00, we went into the labs to begin our jam session. During this time, we began working through some questions (outlined in persistent games research and provided by the lecturers) that got us to think about our target audience/psychographic, and the sort of emotions that we wish to evoke from them with our game.

At 19:00, Dan had to leave as his housemate had forgotten their key. Therefore, we agreed to set up the next sprint on Saturday, as this was the earliest time that we would be able to meet again and discuss our progress.

**NEXT MEETING SCHEDULED FOR 10TH FEBRUARY 2019, DISCORD JAM SESSION**

**MINUTE TAKER - AMY**