* Saturday 9th February 2019, 21:40 – 00:00
* Sunday 10th February 2019, 20:00 – 23:30
* Amy Potter and Daniel Pokladek
* Both present, work undertaken

Meeting Overview

* Discussion of tasks
* Game jam session

On Saturday, the team carried out a meeting to discuss the progress made during the previous week and discuss the tasks for the upcoming sprint. Since both of us found the last collaborative design jam helpful, we have decided that we will continue this process until we are happy to begin developing assets again. Therefore, the team have chosen to carry out two jams for this sprint; one on Sunday via a Discord meeting, where we will continue to brainstorm ideas and work through the questions given to us, and another on Monday where we will use Google Docs to work collaboratively on a game design document in the Computer Games Labs.

On Sunday, the team carried out a Discord jam to continue working through the remaining questions (found via previous research) and began brainstorming some ideas for the game. As a team, and with the advice of Rob, we have decided to focus on creating the first five minutes of gameplay as a polished “vertical slice” for our game. As a result of this, during the jam, there was a primary focus on understanding the process of onboarding, as this will be a crucial part of creating a polished experience for new players and getting them to become “repeaters”. The final paper documents from this jam will need to be scanned in and uploaded to Github on Monday.

Note: There is a lack of Discord Logs for this week since the group have been meeting throughout the week, both on Discord and in the labs, to carry out their work.

Tasks for the Sprint

Amy

* (Discord Jam, Sunday) Continue questions started in previous jam session and brainstorm ideas for the game – 3h
* (Studio Jam, Monday) Collaborate to create a game design document – 3h

Dan

* (Discord Jam, Sunday) Continue questions started in previous jam session and brainstorm ideas for the game – 3h
* (Studio Jam, Monday) Collaborate to create a game design document – 3h

**NEXT MEETING SCHEDULED FOR 11TH FEBRUARY 2019 AT 10:00, IN GAMES COMMON ROOM**

**MINUTE TAKER – AMY**