* Monday 11th February 2019, 10:00-11:30 and 13:45-15:45
* Amy Potter (on time) and Daniel Pokladek (late with reason provided, arrived at 10:30)
* Both present, work undertaken

Meeting Overview

* Reviewed design research
* Game Jam: Further work involving engagement
* Game Jam: Collaborative design document

Aim for the Sprint

* Continue with design fundamentals

At 10:30, both of us met in the Computer Games Common Room and started our meeting by reviewing what we had researched during our Discord jam. We then finalised any missing information and began filling out the components of a design document before going to our lecture at 11:30.

At 13:45, we resumed our jam in the Computer Games Common Room and decided that we should focus further on the onboarding process and the engagement loop for this part of the player lifecycle. We carried out additional research, adding to our Google Doc and hand-written information before going to meet with Rob. During the meeting with Rob, we discussed our findings regarding engagement and player onboarding to ensure that we were taking steps in the right direction. We then discussed the importance of designing a tutorial that teaches the player everything they need to know, including game features, rewards and goals.

From the meeting, we also decided that we will set our game jam tasks out in a different manner. From now on, we will set jams as the main task and set their time estimate. On the day of the jam, we will then add sub-tasks to represent the work that was carried out during the jam. Rather than recording the estimates against the appropriate sub-tasks, we will write the time it took to complete each sub-task in our meeting minutes.

Tasks for the Sprint

Amy

* Studio Jam (Tuesday) – 3h
* Studio Jam (Thursday) – 3h

Dan

* Studio Jam (Tuesday) – 3h
* Studio Jam (Thursday) – 3h

**NEXT MEETING SCHEDULED FOR 12TH FEBRUARY 2019 AT 14:00, IN GAMES COMMON ROOM**

**MINUTE TAKER - AMY**