* Tuesday 12th February 2019, 14:00-16:00
* Amy Potter (late with reason provided, arrived at 14:15) and Daniel Pokladek (on time)
* Both present, work undertaken

Meeting Overview

* Game jam session

Aim for the Jam

* Begin working on the final tutorial screen

At 14:15, we met in the Computer Games Common Room and decided that we would use todays jam to begin planning what the completed tutorial would look like, so that we could eventually work backwards and figure out the order in which we would teach the player. We started by looking at our awe and wonder research, as well as any other appropriate documentation, so that we could make a list of components that we should include in the final screen mockup.

Due to unforeseen circumstances, we were only able to carry out a 2h jam, we will therefore carry out a 4h jam on Thursday to make up for lost time.

Work Logged During the Jam

Amy

* Use research and plan what to include in finished tutorial – 2h

Dan

* Use research and plan what to include in finished tutorial – 2h

**NEXT MEETING SCHEDULED FOR THURSDAY 14TH FEBRUARY 2019, 15:30 IN COMPUTER GAMES COMMON ROOM**

**MINUTE TAKER - AMY**