* 15:30Thursday 14th February 2019, 15:30-19:30
* Amy Potter and Daniel Pokladek, both on time
* Both present, work undertaken

Meeting Overview

* Game jam session

Aim for the Jam

* Continue planning and designing the tutorial

At 15:30, we met in the Computer Games Common Room and continued working collaboratively on the plan and ideas generation for our tutorial. We started looking at tips of what a “good tutorial” entails and made notes of any ideas we came up with regarding what we may or may not include.

Since the jam on Tuesday was an hour shorter than we had hoped, we decided that we would work for 4 hours each during todays jam and have each logged extra time on the Thursday Jam task on JIRA to cater for this. Despite being present for the full duration of the jam and logging 4 hours of work, I personally do not feel that Dan contributed this level of input to the planning documentation.

The collaborative documents that have been carried out during the last few jams will be uploaded as Word Documents, with the work that each person has completed filed under their name in the document.

Work Logged During the Jam

Amy

* Continue with tutorial planning – 4h

Dan

* Continue with tutorial planning – 4h

**NEXT MEETING SCHEDULED FOR MONDAY 18TH FEBRUARY 2019, 9:15 IN COMPUTER GAMES COMMON ROOM**

**MINUTE TAKER – AMY**