* 28 September 2018, 11:00-15:45
* Computer Games Common Room
* Alice Baker, Beth Cowle and Amy Potter, on time
* Dan Pokladek (arrived 11:50)
* All present, work undertaken

Meeting Overview

* Continue brainstorming
* Iterate current ideas based on tutor feedback
* Appointed creative director and decided on management rota

Aim for the Weeks Sprint

* Define the core game loop for each idea

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| **CREATIVE DIRECTOR** | **Beth** |
| **MANAGEMENT SCHEDULE** | |
| Week 1 | Amy |
| Week 2 | Beth |
| Week 3 | Alice |
| Week 4 | Dan |

Having had a meeting with our tutor at the beginning of the week, as a group we iterated one of our current ideas based on the feedback we had received. As well as this, we continued brainstorming as a group in order to come up with two additional ideas that we could present for our initial presentation in Week 4, and in prep for the ‘quick pitches’ that have been scheduled for Monday 1st October.

Since JIRA is unavailable at the moment, there are no tasks to be tracked. The team will continue with market research and ensure that the core game loops have been identified in preparation for the upcoming quick pitches.

**NEXT MEETING SCHEDULED FOR 2nd OCTOBER 2018, 13:00 (LECTURE DEPENDENT)**

**MINUTE TAKER – AMY**