**Meeting minutes: group 6 Game Projects**

Date of meeting: 24/11/18

Attendees: Ethan

**Item one: post-mortem of This week**

***What went well?***

This was the first week after splitting from the previous group. On Monday (19th) I decided that I wanted to work on my own as the previous group wasn’t organised and dysfunctional.

On Thursday (22nd) I spoke to Rob about what I was going to do now that I am working on this project solo. I have decided to continue with the same game, but to make it in my own way.

It was apparent when talking to Rob that I need to look a lot into the design side of this project, as that is the part I am the most unsure on.

***Feedback received:***

I was given reading to do, that look into different design principles, as one of the things pointed out was how to design the overall arc of the game as playing the same thing over and over again would make players loose interest quickly.

**Item one – overall aim of the current weeks sprint (What will the product look like by the end of the sprint)**

I am going to look at the reading given to me by Rob and really look into how I want this game to play and feel.

I am also going to Speak to Dan on Monday so I can get his opinion on what I need to be focusing on.

When I speak to Rob on Thursday I want to have a good understanding of how I want this game to play and key design principles that will allow me to make this game interesting.

**Item Three – any other business.**

Minute taker: Ethan