**MEETING MINUTES**

05/11/2018 @ 10am – 12am

Attendees – Alice Baker & Bethany Cowle

Manager and minute taker - Alice

**Postmortem for the previous week -**

After reviewing our time in Group 1 and the previous week, Beth and I decided to fork the project. This left us with 2 options which were to ask Tom Gibbs and Henry Crofts if they were interested in having us as designers in their group, or for us to remain as a group of two to either work on a digital or non-digital game. After meeting with Dan Mayers and Rob Kurta, we spoke to Tom and Henry about our two options, and everyone agreed that staying as separate groups would be for the best.

So Beth and I discussed if we’d like to make a digital or non-digital game. After noting down all of our programming skills, we both agreed that we’d prefer to make a non-digital game. This is because we’d rather focus purely on design and we both enjoyed producing non-digital games for previous assignments, more so than programming for digital games and scripting assignments. We both thought there would also be less risks involved with the development if we went for the non-digital option.

When we met with Rob, he suggested playing plenty of non-digital games and understanding mechanics and how they’re used in the games, to take inspiration for our project. He also advised us that we will need to be prepared to have a 2 week play test and iteration cycle, so that the game can be iterated rapidly throughout the project. We feel confident that we’ll be able to do this for our project, not just within university but also outside of university where we can play test with friends, family and with online ‘print and play’ websites for feedback.

**Overall aim of the current sprint –**

We have one week to decide on an idea for the presentation on Monday 12th November. We will be playing games together in the labs to get inspiration for our project and we will also look into games that we have at home that we personally enjoy, which we can discuss later in the week before deciding on a final idea. We’ll look back on our notes from the first and second year to create a bibliography, as well as looking back on the non-digital games we’ve already created, to see if we can build on any of these for this project. We’ll sit together and research into board game demographics, to inspire our psychographic profile for the game. By Friday, we should have a final idea to present on Monday.

***Any other business***

Game jam dates and times -

Monday 05/11/18 @ 2pm – 5pm (Play games together and analysis their mechanics, dynamics and aesthetics)

Tuesday 06/11/18 @ 11am – 12pm (Psychographics and demographics task)

Friday 09/11/18 @ 9:30am – 11.30am (Discuss final idea) + 1pm – 4pm (Produce and practise the presentation)