Meeting Minutes

Date of meeting: 29/04/19

Time of meeting: 10:30am

Minute taker: Bethany Cowle

Postmortem for the previous week:

As a result of our previous meeting with Rob, we spent the Easter holiday thinking of potential themes and names for our game to ensure that we had considered many different options before finalising our game. We discussed the ideas we had come up with in a game jam this morning and decided that the idea we both liked the best was our theme based on the afterlife, with the name Judgement Day.

Overall aim of the current sprint:

This week we will be asking for feedback on the potential art style for our game and using this feedback to complete all of the art assets for our game. We will also be researching into different websites we may be able to print our game from, to find our best option. In addition to this, we will be finalising the rule set.

Tasks:

Alice:

Artwork for betting board – 3 hours

Artwork for cards – 2 hours

Game Jam – 2 hours

Beth:

Create ruleset – 2 hours

Research into card printing websites – 1 hour

Collect feedback on the art style of our game – 1 hour

Create diagrams for ruleset – 1 hour

Game Jam – 2 hours