**Meeting minutes: Level 6 - Group 7 Game Projects**

Date of meeting: 29/11/18

Time of meeting: 12:30

Attendees: Ionut

Apologies from: N/A

**Item one: Post-Mortem of this week**

***What went well?***

The meeting helped me get a better understanding of the important criteria that I need to keep in my sight at all times, especially design related ones.

I have been advised on how to decide whether to keep working on the isometric 3D aspect or go for the classic platformer type.

***What went bad?***

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***Feedback received:***

I was told that every design decision needs to be well informed – every design decision I’m taking needs to have a reason. I need to visualise the game that I wish to create and document myself before taking any decisions that might steer the project into an unwanted (and unreasoned) direction.

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

Decide whether to keep the 3D aspect or switch to 2D platforms. Document on why I will have taken that decision.

Research on similar competitive games and observe mechanics that might be suitable for the project.

Create mood boards that (somewhat) capture the idea and the feeling of the game I intend on creating.

Overall, for this week I have decided to take some time and reflect on the design decisions necessary for the development of the project. I believe I’d rather know from now what I want to create and have a good reason for that, rather than adding in assets and mechanics randomly that in the end would make no sense.

**Tasks for current week:**

Ionut: -Create mood boards to reflect the game idea

-Research and create a document on similar competitive games focusing on the mechanics

-Decide whether the game should be 2D or 3D and create a document with pros and cons

(These tasks are to be uploaded and tracked on JIRA)

**Item Three – any other business.**

*None.*

Meeting Ended: 13:00

Minute taker: Ionut Ciobanu