**Meeting minutes: group 4 Game Projects**

Date of meeting: 08/10/18

Time of meeting: 09:00

Attendees: John, Ethan, Alix

Apologies from: N/A

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

This was the first week we really had to work as a team, as before this we were all separate and had not formed a group.

What went well

Coming up with game ideas, we worked well as a team considering we hadn’t worked together before.

What wen badly

Feedback received

This is the feedback we received from Dan, when we pitched the three game ideas.

* New team, new IP, new tech – consider scope, knowledge base and time to commit to project
* Two risky technical projects
  + -       Consider developing another idea that’s much lower risk. FAR better to start with something simple, be able to build and polish it than try to do something complex and not meet expectations
  + -       If you do choose to do either of those, make sure you have a working prototype by next week and a clear and reliable plan for asset development
* Make sure the pitch deck contains market/audience analysis – who’s playing it, what’s the size of the commercial opportunity.

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

Tasks for current week

Ethan: Prototype the 2d game to see how it will play, and look into 2.5d (For the 2-4 competitive game)

Alix: Look into the 2 different AR software’s to see what phones they work on and how easy it is to implement into Unity.

John: Look into animating 3d models and the tile set I made last year.

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

**Item Three – any other business.**

Meeting Ended: 10:35

Minute taker: Ethan