**Meeting Minutes: Group Project Sprint 1 - Catch Up Meeting**

**Date of Meeting:** 4/02/2019

**Time of Meeting:** 12:00pm

**Attendees** Michael Davis (Project Manager/Programmer), Bogdan (Designer).

**Apologies for Absence:** Aaron Keege (Project Manager/Programmer), Jack Gilmour (Designer)

**Absent:** None

**Item One:** Game Discussion

This is catch up meeting to check up on current task progress. All tasks are proceeding well. Bogdan proposed his game idea, a zombie survival game with the traditional shooting mechanics found in this genre removed and replaced with non-traditional shooting mechanics. Similar to those found in half-life 2 via the use of the gravity gun to kill enemies. We also discussed the use of a safe zone the player must stay in. Since Jack wasn’t here for the meeting, Jack will be emailed on our current progress and our final game idea decision.

**Item Two:** Tasks

N/A Tasks have already been set.