**Meeting Minutes: Group Project Sprint 1**

**Date of Meeting:** 30/01/2019

**Time of Meeting:** 11:00am

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

**Apologies for Absence:** Aaron Keege (Project Manager/Programmer)

**Absent:** None

**Item One:** Team Discussion

We discussed our strengths and weakness first. All team members present were okay with using the Unreal Engine. Most team members seemed content with the idea of drawing 2D art. Bogdan was very keen in doing 3D modelling. We discussed a few game ideas, but failed to reach any consensus on what type of game we were going to make. I asked all the team members present to conduct research for their tasks this week, to help stimulate some more ideas. Bogdan was unsure if we could use Unreal Engine, I’ll email Rob Kurta to confirm this.

**Item Two:** Task Allocation

**Jack Gilmour Tasks:**

**Task One:** Research game genres. 1hr

**Task Two:** Identify the core mechanic in the given genre that can replaced with a new core mechanic. 1hr

**Task Three:** Play test games within the genre. Please don’t spend too much time on this. Remember to take notes. 2hrs

**Bogdan Tasks:**

**Task One:** Research game genres. 1hr

**Task Two:** Identify the core mechanic in the given genre that can replaced with a new core mechanic. 1hr

**Task Three:** Play test games within the genre. Please don’t spend too much time on this. Remember to take notes. 2hrs

**Aaron Keege Tasks:**

Due to Aaron's unfortunate absence I’m unable to set Aaron tasks this week. I have asked him if he wishes to voluntarily partake in doing tasks for his sprint.