Date and Time of Session	04/03/2019 15:00	
Meeting Agenda		
Games Design DocumentUsing Unity & Github		
Outcome of the Meeting		
Signatures of group members in attendance	:	
	:	
	:	
	:	

Date and Time of Session 07/02/2019 15:47 **Meeting Agenda** • Catch up on research [medium priority] • Read through and sign new Code of Conduct [high priority] • Terms of Reference [high priority] • Design the game (how subsystems will interact with each other) [low priority] **Outcome of the Meeting** Signed Code of Conduct (still needs to sign) Need to Ask about project scope and ToR • Need to do ethics form • Need to start implementing individual ToR bits for the next meeting Signatures of group members in attendance

Date and Time of Session	14/02/2019 14:00	
Meeting Agenda		
 Ethics form (high priority) TOR (high priority) Games Design (Low priority) 		
Outcome of the Meeting		
Finished and submitted ethics		
Signatures of group members in attendance		

Date and Time of Session

31/01/2019 14:59

Meeting Agenda

- Make amendments to the Project Idea [high priority]
- Decide on group name [high priority]
- Sign off and submit both the Code of Conduct & Project Idea [high priority]
- Fill in log from yesterday's supervisor meeting [high priority]
- Search research papers for group work & individual subsystems [medium priority]
- Decide on a list of essential assets [low priority]
- Start gathering assets [low priority]

Outcome of the Meeting

- Made amendments to the project idea
- Decided on group name: Midnight Rising
- Submitted the code of conduct & project idea
- Filled in log from yesterday, still needs to sign
- Home work for next meeting. Find 5 papers each related to your subsystem, to write about in the Terms of Reference
- Started listing assets

Signatures of	group	members
in attendance		

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