**Shoogle**

**Minutes for Meeting 2 - 25/01/12 09:00 (M612)**

**In attendance (9/9)**: Mitch Alexander (chair/minutes), Suneil Rakhra, Tom Watson, Katarzyna Gostanska, Vladislavs Prokudins, Stanislav Valov, Alisdair Muircroft, Andrew Lindsay, Sean Cameron.

**Item 1: Clarifying Artist Deadlines**

The artists in the team were asked to clarify the requirements set forth for them in their own lecture with Eddie.

**Item 2: Deciding on Logo**

The group discussed several of the logo designs that had been put forward by the artists over the past week. The consensus was that the group preferred having some warm colours like orange and yellow in the logo to give the group a more light-hearted image. Two artists were asked to volunteer to create a static logo for the group's Facebook page, and another to create an animated ident for the group's video blogs. Kate volunteered to create the static logo, and Stanislav volunteered to create the animated ident.

**Item 3: Meeting Times**

Many members of the group were uncomfortable with the pre-established meeting times, as the artists were required to come in for an hour on a day when they had no other module subjects, and other students lived far away from the campus and had to get up very early; and so the group discussed the possibility of moving the meeting to a different time. Wednesday at 2pm was considered, but some members of the group could not make this time due to other commitments. It was considered that the group could arrange two separate meetings – one with the designer, project co-ordinator and artists present, and another with the designer, project co-ordinator and programmers present, while leaving the other meeting times open for a full group meeting. The group agreed to this, and it was decided that **the “Art Meeting” would be held on Thursdays from 11am-1pm**, and **the “Programming Meeting” would be held on Fridays from 1pm-3pm**. Tuesdays at 9am and Fridays at 9am would remain open as “emergency meeting” times, for when the whole group needs to meet, which would be decided at least two days prior to the meeting.

**Item 4: Video Blog**

The group discussed who would be available from 1pm onwards to record a video blog to put on the group's social networks – it was decided that, as the programmers would be attending the Game Jam and the artists had a class on, that Mitch and Suneil would do a design-focused video interview.

**Item 5: Video Editing**

The group was asked who would be able to edit the raw footage from the video blog – Suneil volunteered to undertake this task, and aimed to have the full video by Tuesday 29th January.

**Item 6: Dropbox**

The group was reminded to add their email addresses to the list on Facebook so that everyone could share documentation and artists. Suneil volunteered to transfer files from Dropbox to GitHub for the programmers to use.

**Any Other Business**

The artists asked to confirm a possible resolution for artwork for the game – it was suggested that the game could be fit around any resolution the artists specified, so the group opted for a 16:9 resolution.

**Close**