

BSc Computer science programme

Course name: CM3030 Game Development

Tutor group number: T2

Team number: T4

Team meeting time/date: 6pm BST 27/05/22

Team members invited: Kyle Jussab, Jess Armitage, Taner Parker,

Team members absent: Mohan Dai (apologies sent via Slack), Aljaž Čenčič (no contact made)

| Agenda item/Time | Description | Discussion | Action Points |
|------------------|---|------------|---------------|
| 1. 6.00-6.10pm | Hellos and Housekeeping Completion of Coursera Teammate reviews (week 6) | | |
| 2. 6.10-6.30pm | Game Description Ideas/Proposals | | |

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| 3. 6.30-6.45 | <p>Discussion and Decision upon Individual Ideas</p> <ul style="list-style-type: none"> • Feasibility of ideas – can the proposal be completed within the time available • Art style • Does the concept fit our combined skillset? • City Theme • Playable in 5-8 minutes <p>Plans for completion of Game Design Group Concept Document</p> <ul style="list-style-type: none"> • Allocation of tasks • Use of Github Teamworking tools | | |
| 4. 6.45-7pm | AOB | | |