|  |  |
| --- | --- |
| Date: | August 18, 2014 |
| Time: | 3:00 P.M. |
| Place: | Mr. Imran’s office |
| Present: | Husnain, Zain, Shehroz, Sir Imran |
| Absent: | None |
| Recorder: | Zain |

**1. Approval of minutes**  
 this was the **first** formal group meeting, so there were no minutes to approve.

**2. Report on progress**  
    2.1. All team members have assembled the required information to create a sequence of procedures used to develop a game.   
    2.2. Husnain has tried to download and install a randomly selected gaming engine known as cocos.2x just to get familiar with the developing environment but some of the errors occurred when he tried to execute it.

**3. Discussion items**    3.1. The main problem is to get all the team members familiar with the sequence to develop a game. We didn’t know where to start a smart phone game.  
           
    3.2. Sir Imran gives us the detailed introduction of how to get start developing the game. He starts with the introduction then the basic steps and knowledge required to start developing our own game.  
           - Start installing required tools and technologies and getting knowledge of how to handle them.  
           - Start analyzing the basic characters used in our game. Sketch them, finalize them while on the other side get familiar with the illustrator and gaming engine to implement those characters in the gaming environment.

**4. Goals for the coming week**    4.1 All team members will search and analyze the famous gaming engines and after presenting their views they all will agree in one platform to get started.

4.2 A complete story will be finalized of the game ‘escape’ from start to end.  
    4.3 characters and objects will be sketched down to get an idea of the characters.

**5. Meeting adjournment and next meeting**the meeting was adjourned at 4.00 PM.  
The next meeting will be on August 25th, 2014 at the same place.