Video Pitch Preparation

Logistics

Time:	10:00 – 11:00
Date:	10/10/2018
Attendees:	Every team member except: Jeshan, Adi & Raj
Please Bring/Read:	Storyline ideas
Meeting purpose	To come with solid storyline for the game and complete game specifications for the first pitch.

Agenda

Item	Title	Agenda Item	Presenter
1	Game Storyline	Team members need to contribute by elaborating on the chosen game idea, which is Island Survival, and come up with an original storyline.	All members that are present during meeting
2	Basic Game Specifications	To discuss together about the following: combat, setting, characters (playable & NPCs), audience, difficulty, objectives, perspective, rules, feedback, addiction and villains.	All members that are present during meeting
3	Decide platform and engines for game development	To discuss together about different engines and choose the most suitable one to develop our game. To also decide whether we want to aim our game to specific platform.	All members that are present during meeting
4	Pick a leader for the requirement analysis stage	To discuss and a have a voting on who should be chosen as a leader to lead the requirements analysis stage. That would include the leader assigning tasks to team members and monitoring their progress.	All members that are present during meeting

Closed Actions

No	Action	Who	When	Status or comment
1	Provided with a storyline options	Jasmin	During the meeting 10:00 – 10:15	COMPLETE
2	Voted for idea	Melika Haleema Michael Saqibm Seun	During the meeting 10:00 – 10:15	Chosen idea: main character gets involved in a conspiracy by accidentally witnessing a murder or a political corruption. Because of that he/she gets stranded on an island.
3	Defined basic game specifications	All	During the meeting 10:15 – 10:30	COMPLETE

No	Action	Who	When	Status or comment
4	Decide engine and platform	All	During the meeting 10:30 – 10:45	NEED TIME TO THINK Chosen engine: Godot or libGDX. Chosen platform: cross platform
5	Pick leader	All	During the meeting 10:45 – 10:55	COMPLETE Chosen leader: Melika

2ND MEETING OF THE WEEK THROUGH WHATSAPP

(After revising game idea realised game is not as original and interesting so we picked a new idea.)

No	Action	Who	When	Status or comment
1	Suggest new game idea	Michael Doig	E-meeting 14:00 – 15:00	New game idea is more challenging and entertaining. Also, visually appealing.
2	Change of storyline	Michael Doig	E-meeting 14:00 – 15:00	COMPLETE Idea: A lone traveller looking for a place to live, moving from town to town. Working odd jobs to earn money to rent a room. He falls in love with someone and then something happens.
3	Voting for new game idea and storyline	Everyone	E-meeting 14:00 – 15:00	COMPLETE
4	Change of specifications	All members	E-meeting 14:00 – 15:00	COMPLETE Specifications have been changed to suit the new game idea.

Open Actions

No	Action/Discussion	Who	When	Status or comment
1	Decide game engine and platform	Everyone	By 11/10/18	

Next meeting details:

Next meeting **Friday the 12th of October 2018 15:00 – 16:00**.
To:
- Have prepared a PowerPoint presentation for the video pitch
- Prepare 'script' for video pitch
- Record video pitch
- Q & A session for clarifying doubts
- Upload video on Blackboard

Logistics

Time:	15:00 – 16:00
Date:	12/10/2018
Attendees:	Every team member except: Jeshan & Raj
Please Bring/Read:	PowerPoint Presentation slides
Meeting purpose	To prepare for the video pitch and be ready to record the video

Agenda

Item	Title	Agenda Item	Presenter
1	Prepare video pitch	Completed PowerPoint Presentation and selected members should prepare to present our project idea.	
2	Record video pitch	Book a room and record video pitch.	
3	Q & A session	To have a Q & A session in order to clarify any doubts team members might have about the project.	
4	Upload video on Blackboard	Upload complete video file on Blackboard.	

Closed Actions

No	Action	Who	When	Status or comment
1	Q & A session	All members	12/10/18 14:00 - 15:00	COMPLETE
2	Complete presentation	Melika	By 12/10/18 15:00 – 16:00	COMPLETE
3	Write script for pitch	Michael, Saqib, Jalal & Haleema	By 12/10/28 15:00 – 16:00	COMPLETE
4	Record video pitch	Melika, Michael, Saqib, Jalal & Haleema	By 12/10/28 15:00 – 16:00	COMPLETE
5	Edit video	Melika		
5	Upload video pitch on Blackboard	Anyone		

Open Actions

No	Action/Discussion	Who	When	Status or comment
1	Edit video	Melika	By 14/10/18	
2	Upload video on Blackboard	Anyone	14/10/18	

Next meeting details:

Next meeting **Monday the 15th of October 2018 14:00 – 15:00.**
- Discuss discoveries on game engine Godot, start working on a project plan and software hack and possibly give out tasks to each member.