**Assignment 1 – Game Engine Group Project  
Sprint 2**

Part of the marking scheme is to have at least **10** recorded meetings with your team. Please refer to the assignment specifications.

1. **Sprint Number**: 2
2. **Date of sprint**: 26/10/2022
3. **Team Name**: IDEK
4. **Members Present**:
   * Xiang Li
   * Yusupha Sanyang
   * Ben Tiley
   * Paddy Thorpe
5. **Summary Objectives for Period** – What should have been done by now? (max 100 words):

Team has collectively come up with multiple game ideas of their own for the rest of the team to judge and pick out/combine ideas to find the final game idea. Some people had thought of some mechanics as well that they have tested. Power points were made in order to show the rest of the group.

1. **Summary of Progress for Period** – How did you progress? (max 100 words):

All power points were presented without fail and ideas shown. Ben showcased 2 ideas being fire fighter simulator and medieval zombie survival. Yusupha had shown his dystopian, sci fi, supernatural, idea which includes the first person shooter idea that we had previously discussed. Paddy had multiple puzzle game ideas involving a pacifist war robot, a sorcerers dungeon, and a post-man type top down puzzler. Xiang Li’s idea was to have a colony sim/survival game in which colony management and colony survival would be key aspects.

1. **Summary Problem Areas** – What went wrong?(max 100 words):

In today’s meeting, Oliver wasn’t in and so he would miss pitches and the decision making process of what game we should work towards. Information will be passed on to him but general chit chat and ideas will stay missed. Also, people found it difficult to put forward their ideas clearly and without missing parts so their ideas may have come across incomplete. This was easily overcome as once the discussion began more information was drawn out.

1. **Objectives, Deliverables & Plan for Next Period** – What will you do between now and next sprint?:
   * **Product Backlog** (tasks left to do):
     + 1. **N/A**
   * **In Development**:
     1. Start work on GDD
     2. Start thinking about TDD
     3. Develop idea for proposed idea
     4. Test any mechanics we might want to use
     5. Jobs and work within the group need to be divided up

1. **Date of next Meeting**: 14/11/2022