

1. Group Members:

Robert James-Stroud, Vandana Sharma, Hao Wang, Su Zhang

2. Apologies for Absence:

3. Review of minutes from previous meeting:

4. Review of actions from previous meeting:

5. New matters for consideration/discussion:

2019 Global Game Jam (see 5)
Previous GGJ themes (see 5.1)
Preparations for GGJ (see 5.2)
Possible Issues with GGJ (see 5.3)
Plan for GGJ (see 5.4)

6. Discussion of new actions to be carried out & individual responsibilities:

Watch GGJ announcement video
Formulate ideas based on theme
Begin implementation of game idea

7. Appointment of chairperson and secretary for the next meeting:

8: Date, time and location for next formal meeting:

Item Number	Explanation
2	No absences.
3	Meeting minutes from previous meeting agreed as matter of record.
4	All members have software mentioned in previous meeting installed and working correctly. Revision of Unity Documentation has taken place to refresh knowledge and looking into the 2D game pipeline in Unity completed.
5	Discussed what a game jam is and what is entailed. Talked possible strategy.
5.1	Looked at previous GGJ themes. Last year was transmission and the year before that was cute.
5.2	Find out when and where we need to be. Networks room above the foyer.
5.3	Disagreement over implementation of certain aspects of the game. Content creep, new actions that are not agreed within meetings should be briefly discussed with another team member to avoid incomplete work over the weekend.
5.4	Arrive in CES Lab 2 between 8:00 - 8:30, leave between 22:00 - 22:30. Good nights sleep is critical to producing content and assets that are not shit. Get game completed early Sunday afternoon, initial upload @3pm.
6	GGJ theme is announced privately across the world, attendance for the unveiling at Essex Uni is critical to getting a good launch.
7	Chair Vandana, Secretary Su
8	25/01/19 - Room above networks foyer