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:

    Decide the idea for game development

    Discussed initial implementations for the game

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

    Art assets - Vandana
    Audio assets and UI - Hao
    Gameplay programming and testing - Robert
    Gameplay programming and level design - Su

    Brainstorming for game idea

7. Appointment of chairperson and secretary for the <u>next</u> 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	We had previous meeting before GGJ 2019 and GGJ them is declared in the Game Jam
5	We decided the idea of the game development on the bases GGJ 2019 theme
5.1	We discussed initial implementations for the game and its going to be a 2D game
6	All art assets for game will be created by Vandana. Has the experience necessary to produce quality assets in a reasonable time frame.
6.1	All audio assets will be created by Hao. Has experience with creating music which others do not.
6.2/3	Gameplay programming is paramount to success of game, requires more overall time than art and audio so is divided between Su who will also work on the level and Robert who will also do the majority of the testing and resolve merge conflicts.
7	Chair Hao, Secretary Robert
8	26/01/19 - CES lab 02