Minutes of Meeting

Wednesday 18th May 2016

**Attendances:**

Libby

Yue Zhou

Min Zan

1. Time and Place

The meeting was hold in 662 Wills Building at 10:00am, 18/05/16.

1. Summary of Previous Meeting and Progress

This is the second meeting with the clients of this project. During the first meeting, the draft of the project plan has been discussed. The first version of game design has also been proposed. After the meeting, according to the feedbacks on game design came from clients, the project group have also submitted 2 improvement versions of game design respectively. Two game demos have also been done. However, the whole game line still needs modification and identification.

1. Summary of this Meeting

All members discussed the latest version of game design PPT and Libby’s feedback to it. One plan of game design is to follow a cue to make 4 games focus on the same goal, which is waste resort. Based on this, four new games were generated. The first one is waste sequence game. The second is touching game. The third is shaking game. The forth is based on colour recognition. Yue Zhou also shown the 2 demos of game he has already finished. Min zan suggested a game based on barcode scan function. The main page of the game could add some instruction of the background, such as the introduce of Hub. To use a character, like Candy is good. At first stage Min Zan will place more attention on user experiences design. Yue Zhou will focus more on demo development and coding. At last, all members went to the recycle place in Hub. Libby showed some real problems when students throw waste. That would be very important factors to the game and application design.

1. Group Milestone

* Group have already submitted 3 versions of game design.
* Group have already finished 2 game demos.
* Group have already created the project repository on GitHub.