**Team Meeting Minutes**

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| Team Name  | Team O.N.E. |
| Date & Time | 06/11/2019, 14:00pm |
| Venue | Main Arts Library Social Learning Space |
| Attendees & Roles | Xavier: Reporter/MonitorAnneka Dinham: RecorderZoie Boyd: Facilitator |

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|  Project Status: On Track |

**What did we do in this meeting?**

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| Action or Resolution | Owner |
| Pitched three proposals to resolve the issues with game pitch | ALL |
| Evaluated each proposal and decide on which solutions to move forward with | ALL |
| Less realistic graphics which seem “hand-drawn”/semi-realistic: Similar graphics to “Okami HD” | ZOIE |
| Oceanhorn: Monster of Uncharted Seas as a more suitable competitor  | ZOIE |
| Shorten/Minimize World: merge locations/levels/characters | ANNEKA |
| Less locations/smaller world by completely removing the more unnecessary locations (i.e. Underwater City)  | ANNEKA |
| Revised topics needed for Game design document | ALL |
| Assigned elements of main page to members of the team and set deadline for the 22nd of November | ALL |

**What are we going to do next meeting?**

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| Action or Resolution | Owner |
| Improve unique selling points, target audience, competitors, PEGI rating, target platform, art choice and price. | ALL |
| Assign specific (detailed) pages to each team member | ALL |
| Discuss individual progress of main page | ALL |
| Bring in 2 USPs each / art styles and a justification as to why it is more appropriate for team size & skill  | ALL |

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| Is there anything blocking our progress? |
| The team seem to be redeeming themselves and progressing quickly through amending the game pitch based on the feedback received. There is nothing new blocking our progress. |

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| Date, Time and roles of next meeting  |
|  13/11/19, 14:00 – 16:00 Xavier: Reporter/Monitor Anneka: Facilitator Zoie: Recorder |