**Team Meeting Minutes**

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| Team Name  | Team O.N.E. |
| Date & Time | 13/11/2019, 14:00pm |
| Venue | Main Arts Library Social Learning Space |
| Attendees & Roles | Xavier: Reporter/MonitorAnneka: FacilitatorZoie: Recorder |

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|  Project Status: On Track |

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

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| Action or Resolution | Owner |
| Discussed art styles of old Zelda games and Aragami. Decided staying with hand drawn, stylistic theme.  | ANNEKA |
| Discussed a 2D art style, or a cell shaded art style.  | ZOIE |
| Discussed concept of the player gaining “followers” who assist the player if they are persuaded through interactions.  | XAVIER |
| Discussed “Evolving gameplay based on interactions” as a USP | ALL |
| Proposed 3 new endings which would be easier to develop within a year | XAVIER |
| Discussed new Game + as opposed to bonus content  | ALL |
| Discussed potential platforms to release game on | ALL |
| Assigned specific (detailed) pages to each team member | ALL |

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

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| Action or Resolution | Owner |
| Further discuss USPs  | ALL |
| Further discuss potential platforms to release the game on | ALL |
| Further discuss potential competitors | ALL |

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| Is there anything blocking our progress? |
| There is still nothing new that is seemingly blocking progress of the completion of our Game Design document.  |

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| Date, Time and roles of next meeting  |
|  20/11/19, 14:00 – 16:00 Xavier: Reporter/Monitor Anneka: Facilitator Zoie: Recorder |