

Notes:

1. Project Focus:
 - a. Retro Gaming Social Network/ Gaming Social Network.
 - b. Drawing together the strongest elements of various gaming websites into a socially focused enterprise with networking of different gaming themes.
 - c. Reflecting popular interest in crowdsharing and sourcing of different opinions and interests, such as recording all the gameplay time and sharing it online through sites such as Youtube.
2. General Ideas:
 - o Leaderboards.
 - o Gameplay run through films.
 - o Game 'Find a Friend' services.
 - o Gameplay bloopers.
 - o Forums
 - o Discussion Boards
 - o "Newscast" style news feeds about gaming news with a presenter?
– Perhaps something we could mock up.
 - o Retro games.
 - o Reviews
 - o Geotagging- whose playing what, where and when?
 - o Previews
 - o All socially sourced through the network.
3. Next Meeting:
 - a. Find as many good examples of ideas and post them to the facebook group.
 - b. Try to ensure that you highlight what particular features you want to develop and program.
 - c. Find examples of online gameplay videos.
 - d. Each devise up to 5 questions that can be used for a online survey. It would be useful and helpful if they were multiple choice, but open ended questions (e.g. for text responses) are also possible. If multiple choice, please include the choices.
 - e. Next meeting: Thursday 27th February 2014.