Meeting records

# 28/01/2020

## Meeting 1

* Decided the team members for the project
* Decided the roles of each team member
* Discussed and decided on the platforms used to share work and progress

## Meeting 2

* Approved the Gantt chart and the roles of each team member
* Discussed the benefits and drawbacks of using Unity to create the game
  + Write benefits and drawbacks here
* Decided on the language the game would be programmed in – C# and using Unity

## To be discussed

* How the programmers will structure the game in code
* Success criteria
* Requirements given by client
* Risk assessment
* Design choices