**Week 5 Meeting Agenda and Minutes**

* **Summary of previous week.**
  + Allocation of tasks on Trello.
    - Is everyone happy? Would they like a reshuffle?
    - Hours required.
  + Assessment 1 review.
* **Game:**
  + Hazards/pitfalls.
  + Enemies go off screen/die.
  + Trailer/cart/carries scrap inside.
  + Lowers with scrap.
* **Inspiration game:**
  + Art styles.
    - Blur.
    - Motion.
    - Frames.
    - Visual art style inspiration.
  + Level design.
    - Terraria.
    - Mario.
    - Mega Man.
* **The next week.**
  + Start on classes. How do we go about this?
    - Require basic framework of program – runnable.
      * Start playing around with library/resources.
  + Start looking towards Assessment 2.