Minute Meeting – **Starting date & time:** 02/10/2018 – 13:36

**Team Members Present**

Brendan McNally – Artist, documentation and animation

David Marshall – Programmer and documentation

**Team Members Absent**

Ross McGouligan – Team Leader, Art, Animation and documentation (Left Team)

Things discussed

* We decided that as a team that we cannot create the humans in a 3d model making the game harder for us to do so we have decided to make the game in 2D.
* Ross leaving the team as he was the 3D modeller has affected this choice as he was the one skilled at 3D modelling.
* Due to Ross leaving the team we had to divide the tasks between us.
* We discussed how the level design would work and that the first level would be a tutorial level.
* David began a prototype of the game in the lab to give us a basic idea of how it would work.
* Brendan started to do some of the documentation to give us an idea of the mechanics and the controls of the game.

**End of Meeting date & time**: 02/10/18 – 13:53