Meeting Minutes

Date of meeting: 26/03/21

Time of Meeting: 2:10pm

Attendees: Daniel Bailey (Developer), Paul Howarth (Client)

Apologies from: None

Item 1: Detailed feedback from play testers

* Covered changes made due to feedback
* Covered overall feedback from testers on games fun

Item 2: Overall feeling of game

* Discussed overall feelings towards project development
* Discussed feelings to final product

Item 3: Client questioned distribution for game

* Discussed downloadable or web-based build
* Developer mentioned web based may not work with save system but should still be playable

Item 4: Client agreed to share build with co-workers and provide further feedback

* Client agreed to share and playtest final build for any major changes required

Item 5: Meeting arranged for 16th April

Meeting End Time: 2:25pm