

## **Attendance**

Alex	-	Here
Ibz	-	Here
Haoxiang	-	Here
Domanic	-	Here
James	-	Here
Matt	-	Here

## **Agenda**

Game requirements

Formally discuss sprints

Where to go from here/what to do

## **Discussed**

The game must have:

- Intuitive design
- Difficulty levels
- Leaderboards
- Need to generate random layouts and actually solvable levels
- Ai player in game, could split game into two zones (ai/player)
- Sleek UI and graphics
- Good performance combined with impressive algorithms

Game must appeal to target audience. This is primarily students and casual users on the open day.

Issue assignment. Discussed trello and gitlab issue assignment. Everyone made a trello account.

Do we really need an ethics form?

Ready to start UI storyboard

Consider starting Class diagrams/further planning