**Meeting Minutes**

**Date:** 01/03/17

**Attendants:**   
Thomas McCathy   
Courtney Pearson  
Aaron kegge

**Missing:**   
N/A

**Topic of meeting:**

Presentation Feedback   
  
**Meeting Discusion**   
After our presentation we got some feedback on how to improve our game in the next 4 weeks.  
Overall the lecturers had some concerns with the game and said we were “falling behind” , we now need to work as a team and get the tasks done on time.   
 **The main issues with the game ;**  
**- Animation ->**  
 We need to make the characters move instead of floating around the game level.  
**- art style ->** Stephen said the art styles dont work well together, we will change the art design so they’re all the same. He says the art assets need to link more to the winter theme.   
**- level design improvement** ->  
 The ice blocks in our present level are too big, therefore the level can be destroyed easily. We will reduce the size of the blocks by half so the players have more blocks to destroy this will help the length of the game.  
- **chicken explosive radius** ->  
 now many blocks will the chickens destroy when it lands on theplatform? How far back with the players fall when the chickens interact with the players?  
- **friction -**>   
In our present game level, friction is high , making the players speed slide around the platform causing the players to colide and get stuck. We will reduce the friction so the players can calmly walk around the level.   
- **stop players sitting in one corner**. ->  
 We’re going to add beer cans falling from the sky as well as the exploding chickens, the beer cans will be seen as an objective, once the player has collected the beer it will add to their health. The game then has a goal and something to fight for.   
- ***add objective*** ->   
Adding beer cans into the game