Meeting Minutes

Date: 08/02/17

Attendants:

Thomas McCarthy

Aaron Kegge

Courtney-Jade Pearson

Missing:

n/a

Topic of meeting:

* Prototypes.
* Level designs.
* Game theme.

Meeting Discussion:

As a team, we reviewed our three new prototypes, by doing this we chose to keep the breaking block mechanic. We spoke about how the players would break the blocks and what tool they will use. We also reviewed the ice friction added by Aaron last week, we all agreed that the main characters should have a slower friction so the players slip on the ice rather than running on it. As well as this we spoke about the design in the background and what colours we will use to make sure the players contrast with the background so the players can see them clearly.