**Destructible Environments**

TBA

**Agenda** for the Thematic Project meeting held on 13th Feb at 16:00

**Requested Attendance:** All Members

**Goal**: To establish a solid game idea and begin to discuss our roles within the project

# Items for Discussion

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| 1. | **Everyone’s ideas**  Each member should suggest or second an idea for what game they would like to work on |  |
| 2. | **Final decision**  We all vote and decide what idea we will work on, whether it is a compromise/combined idea or we all agree on one existing suggestion |  |
| 3. | **Core Mechanics** |  |
|  | Establish the core parts of the project we will need to create to bring the idea together, mechanics, assets, resources etc. |  |
| 4. | **Role** **Assignment** |  |
|  | Through volunteering or assignment based in skill, all members will receive a mechanic or otherwise that is theirs to oversee and create, multiple members may be working together on a bigger mechanic and workload can be shared appropriately where needed |  |

**Minutes to be recorded by**: Faybian Statham