Date	Notes	Outcome	Note-Taker
4/4/22	- Kelpie Games developers were 3 minutes late to meeting, two team members absent - Documentation complete - Have prototyped a swimming controller - No mention of sound design - Undecided about what wildlife they would implement when asked. Did speculate about their ability to use climate specific wildlife. - When asked for a technical challenge, Kelpie Games stated scope issues could arise in the final game. - Specified that educational resources will be accessible at any time in the 'journal' tool. - Deep Sea Union asked after evidence of UI, this will be provided by Kelpie Games - When asked about the player's representation in-game Kelpie Games stated the player is to be hired by the government and provided with equipment. - Has a progression system through gear upgrades. - These upgrades are to be accessible by Deep Sea Unions real life tourists, both parties agreed. - The game's artstyle will be low-poly. - Deep Sea Union raised their concerns about visual recognition of wildlife with a low-poly art style, Kelpie Games stated this would not be an issue in the final product. - When queried about the game's fun factor and retention Kelpie Games stated the games exploration and wildlife interaction would be key in retaining players.	Kelpie Games will provide Deep Sea Union with a UI Wireframe by 5pm 04/04/22. Deep Sea Union will provide Kelpie Games with a Logo and information about Deep Sea Union by 5pm 04/04/22. Kelpie Games will provide some level of interaction with the environment in their first prototype.	Jasper
11/4/22	- Kelpie Games opened with a video of their simulated fish and underwater environment. This also showed interactable objects in the environment. - Deep Sea union stressed the need for fish variety, the developers stated we would see evidence of this in their next prototype. - Kelpie Games then provided an interactive UI wireframe using Adobe XD, Deep Sea Union requested access to	Kelpie Games will provide a link to the youtube video and Adobe XD by the end of 11/4/22. Kelpie games will provide map size and playtime as discussed by the next meeting.	Hamish

	both the video and wireframe after the meeting. - Deep Sea Union asked about the project's scope which was said to be manageable and they believe the project is very achievable after creating the initial prototype. - Deep Sea Union requested map size and estimated playtime by the next meeting. - Kelpie Games were asked how they will be doing sound design considering the underwater soundscape as a technical challenge. Kelpie Games stated this will be outsourced and added that the soundtrack will be serine and mellow. - Kelpie Games stated the next task they will be working on is a 'net' that they said should be in by the next meeting.	Deep Sea Union will provide their company logo by the end of 11/4/22. Promise of a 'Net' mechanic by next meeting.	

26/4/22	- Kelpie games has showcased more gameplay
	  - Video displays new UI and gameplay elements
	  - Includes sounds
	- Physics needs some work
	- Game size was 800x1200 metres with plans to expand, and we were provided with a 2-3 hour estimated playtime.
	- Sounds were taken from royalty free sites
	- Most imagery will be shown in hub-world
	- Tomorrow's prototype will not include all elements
	- Testing
	  - Internal testing
	  - Current prototype will be used as base
	  - Tomorrow there will be testing data
	- Sea life
	  - Expect 2 different species
	  - With unique behaviour
	  - Current behaviour is adjustable
	- UI
	  - Current assets are not final
	  - No final mocs available
	- There will be more coral variants in future
	- Suggestion for sound design
	  - Muffle sounds
	  - Objects cutting through water
	- Snapshot feature
	  - Plans to save photos onto computer
		Have 2 unique species of fish with slight variation in behaviour
		
		UI: some new menu elements
		
		At least one of the stretch goals (of their choice)
		
		Adding sun rays and/or fixing net weight
			Jack

	- At the moment they will be textures for menus		