Meeting minutes:

Urban Lizard Games

Date of Meeting: 26/01/2021

Time of meeting: 15.00

Attendees: Jack Gilmour, Luke Baldwin, Daniel Bailey, Lewis Arnold

Apologies: N/A

Discussion:

We reviewed the general feedback. Main problems included lower level needing reworking,

Completed so far:

Jack Gilmour: Playtested the game

Luke Baldwin: Playtested the game

Lewis Arnold: Playtested the game

Daniel Bailey: Playtested the game

To do before the end of the sprint:

Jack Gilmour: Start modelling assets when the asset list is given

Luke Baldwin: Create 2 or 3 more designs of the lower level

Lewis Arnold: Better program the venting mechanic

Daniel Bailey: Better program the venting mechanic

Meeting Ended: 15.30

Minute Taker: Jack Gilmour