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| Program/Area: | UWS Level Design |
| Meeting Purpose: | *Fortnightly Meeting* |
| Meeting Date: | 21/01/18 |
| Meeting Time: | *1300Hrs* |
| Meeting Location: | *E113b* |
| Meeting Facilitator: | *JK* |
| Attendees: | *JK, KL* |
| Minutes Issued By: | *JK, KL* |

| **Next Steps:** (Task, Assigned to, Checkpoint Date) | **Owner** | **Due Date** |
| --- | --- | --- |
| *[Insert next step]* |  |  |
| *[Insert next step]* |  |  |

| **Decisions Made:** (What, Why, Impacts) |
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| n/a |

| **Discussion:** (Items/Knowledge Shared) |
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| Apologies: None  Decisions made:  Horror game, 2 or 3 scenes.  Fishing village (Mediterranean colonial architecture), Dagon, notes taken,  3 items to unlock later level (salt, iron, ?),  Portal to nightmare realm?  Late afternoon sunlight, sunset over the bay, misty evening  Some gameplay elements (not just a tour) – collect items, melee weapon (but nothing to kill), dark figures (The Fog style)?  To Do:  Pass assets pack details between us.  Gantt chart  Start LDD  Start project and import assets.  Level design sketches.  Sketch a map. |

| **Miscellaneous Items:** |
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