# Sonic Punch Studios

**Meeting Minutes 17/06/2012**

**Taken at 39 Wallace St, Sefton (7:30AM)**

1. On Monday: Sprites - Research and shortlist Unity Tools, test and finalize on Wednesday
2. Proof of concept to be done by 9/7/2012
   1. Infinite Single Stage
   2. Basic movement (left and right)
   3. 1 attack type for player character and grunt
3. To Do:
   1. TN: Work on refining basic concept client (make it a pleasurable experience)
      1. Note from DT: Has to feel like flipping pages in a book. Player character to have momentum in game.
   2. DT: Concepts
      1. More enemies
      2. More background
      3. UI
      4. Sprite animation sample
   3. Monday - Wednesday:
      1. TN: Controls
      2. DT: Researching/Consultation

**Meeting concluded at 8:30PM.**