Meeting Agenda: 22/09/2016

Attendees: Sam Flint, Robert Harper, James McAdam, Matej Frankic, Gabriel Lacey

Agenda:

* Create the base Games Design Document in sufficient detail that each section/parts can be assigned and developed.
* Assign initial roles for development.
* Agree way of working going forward:
  + Meeting times.
  + Meeting Location.
  + Hours per week.
  + Collaborative Working.
* Agree time frames for delivery and project plan/milestones.
* Ensure everyone has access to Github and Gamemaker.