



29/10 Meeting Minutes

Meeting Objective	Discussion about game design.
Attendees Present	Emily Tierney, Joe Sanders, Harry Kelly, Siyaam Mamood, Alexandre Pinneau, Timothy Kerr-Chin
Meeting Start Time	13:35

Time	Discussion	Action agreed upon
13:35	Discussing logistics of Auber health and combat system.	N/a
13:47	Discussing Ring leader and Brute abilities.	N/a
13:53	Discussing relationship between role of Ring leader and role of the brute.	N/a
14:00	Discussion about the tinkerer's abilities.	N/a
14:00	Discussion about next what our next deliverables we should tackle next.	N/a
14:15	Discussion what needs to be done before. <ul style="list-style-type: none">• Software Architecture Lecture• UML lecture.	Everyone to watch
14:23	Further game design ideas.	N/a



Action to be undertaken for the next meeting	<p>Everyone to watch the lectures regarding Software Architecture & UML</p> <p>Siyaam to write up a descriptive walk-through of the player's experience.</p> <p>Alexandre and Emily to finish the write up of functional and non-functional requirements respectively.</p>
Date of Next Meeting	TBD
Meeting End Time	14:39