



26/10 Meeting Minutes

Meeting Objective	Discussion about game mechanics and questions for the client.
Attendees Present	Emily Tierney, Timothy Kerr-Chin, Harry Kelly, Joe Sanders
Meeting Start Time	09:40

Time	Discussion	Action agreed upon
09:41	Discussion about the requirements introduction <ul style="list-style-type: none">UML diagram	N/a
09:44	Showing to group our ideas for game mechanics.	N/a
10:30	Discussion about workforce and workload (group dynamic)	N/a
10:36	Discussion of questions for client meeting 27/10.	N/a

Action to be undertaken for the next meeting	None
Date of Next Meeting	27/10 for a client meeting
Meeting End Time	10:40