**Group 1**

Managers: Joe Wilson, George Flude

Date: 19th October 2016

Attendees: Aaron Kegge, Benjamin Attebery, George Flude, Joe Wilson

Topics of Discussion:

* Discussed what needed to be included in the game, and which assets needed to be produced
  + Decide upon Art style
  + Concepts for the character designs
  + Concepts for the Enemy Designs
  + Concepts for the background and environments
  + Design collectibles
  + Concepts for space station/Safe Zone
* Discussed critique that we received from tutors
  + Needed to make the ambient tranquility more pronounced
  + Need to work out the scale of the game that we can build before the project end.
  + Allocated tasks to group members

Agenda:

* Ben
  + As a designer, i want to research how to make the Safe zone evoke the ambient tranquility in the player 2h
    - Do this by making the station feel more homely. Adding person effects, warmer colours
  + As a designer, i want to research the outer environments 2h
    - What different elements can be used to reinforce the hostility of the environment
  + As a designer, I was to design some concepts for the outer environment 2h
    - Using the research, Start to conceptualise the appearance of the outer environment
* Aaron
  + As a designer, i want to research puzzle games
    - As the core mechanic behind our game is puzzle based challenges, we need to balance the difficulty.
    - **Needs another task, when he has spoken with Joe**
* George
  + As a designer, i want to design the appearance of the main character
    - Using the research design the main character
  + As a designer, I want to design the appearance of the enemy
    - Using the research design the enemies
* Joe
  + **Had to leave early, so has been tasked with making tasks for himself**