**Group 1**

Managers: Joe Wilson, George Flude

Date: 16th November 2016

Attendees: Aaron Kegge, Joe Wilson, Benjamin Attebery

* George was absent from the presentation and meeting this week, but was briefed by Ben later in the day

Topics of Discussion:

* Too many game mechanics
  + Need to hone in on a select few to focus on
* Game was beautiful
* Discussed character behaviour
  + Different enemies behave certain ways, influences tactics
  + Puzzles surrounding this
* Abolishing the collectable holotapes in favour of unlockable logs on the computer
* Changing the safe room to just be an interactable room, point and click style
  + Logs could be accessed by the computer
  + Gameplay contrasts the outside gameplay

Agenda:

George

* Design the computer screens
* Design the game font
* Design the tunnels’ appearance

Ben

* Write content for the logs
* Create items for the interior

Joe

Aaron