**Group 1**

Managers: Joe Wilson, George Flude

Date: 16th October 2016

Attendees: Aaron Kegge, Benjamin Attebery, George Flude

* Joe Wilson was absent, but let the group know
* Planned to have another meeting to give himself tasks

Topics of Discussion:

* + Received feedback on our presentation last week
    - We rushed into the presentation a bit, so might consider introducing our game and what we’re doing first
    - Group Management slide could be in a more appropriate order, so either as the last slide, or a few slides in
    - Research on Target audience could be discussed further, as the slide was lacking in depth information on this
    - Scale of the project needs to be addressed now that it has been decided upon
  + Decided on which of the concepts for the main character we’re using
  + Started to discuss how to take the concepts and redesign them to fit a pixelated style of art.

Agenda:

* Ben
  + Having researched and conceptualised last week, Ben is happy to develop the background for the opening part of the level, and develop the main character concepts into sprites
* Aaron
  + Aaron’s research last week made us consider different kinds of Puzzle Games, and Aaron was considering how enemies should behave towards the player, and how this fits into our theme
* George
  + George is to continue designing the interior of the ‘Safe Zone’ and consider the emotive responses and which triggers will evoke our emotions.
* Joe
  + **Had to leave and says he will arrange a meeting later in the week to sort tasks for him.**