**Group 1**

Managers: Joe Wilson, George Flude

Date: 9th November 2016

Attendees: Aaron Kegge, Joe Wilson, Benjamin Attebery

* George was absent from the meeting with Dave this week

Topics of Discussion:

* Reviewed the items of discussion that the group had with Dave
  + Not doing anything in the safe zone
  + Holotapes are too much of an obsession for the player
    - Could vary the holotapes, making them rarer
    - Tell the story of this person through the environment
      * Scratches in the walls
      * Family members
      * Remnants of a settler
  + Discussed the possibility of powerups that tie in with the artefact theme
    - Could tell a story in themselves, as well as improving the player’s skills
* Need a meeting with Ben during the week to talk through his task in the week.

**UPDATE:**

* George met with Ben during the week
  + Discussed Ben’s tasks with him
    - He had problems with knowing how many holotapes to do, and what constituted as story in the scenery
  + Scenery needed more story
    - Evidence that a survivor lived here
    - Evidence of dead animals
    - Crashed spaceships
    - Salvaged parts

Agenda:

George

* Design the dead enemies
* Design the damage to scenery

Joe

* O2 meter script
* Design the first level

Aaron

* Create powerup script
* Create 02 Logic