Group 2 Meeting

Wednesday 05/10/16

Attendees: Elliot Chester, Alice Baker, Heidi Falcon

Location and time: A212 at 10.20

Agreed actions:

1.- Discussed and agreed to use Chrysalism and Vellichor as the feelings for our game.

2.- Briefly discussed target demographics. Tentative Pre-teen, Teen, Young Adult.

3.- Agreed to design game based on PC platform

Tasks assigned

**Alice** to create initial designs of environment

**Elliot** to create initial 3D programming in Unity allowing for movement and two cameras view, one for player, one of the scene.

**Heidi** to research demographics.

**All** think of name for the game and player goal and sub goals.

Next meeting Wed 12/10/16 at 10:00 am in Library Pod 3