Group 2 Meeting 2

Wednesday 11/10/16

Attendees: Elliot Chester, Heidi Falcon

Location and time: A212 at 12:00pm

Agreed actions:

1.- Discussed mechanics and levels to include Chrysalism and Vellichor emotions.

2.- Discussed possible name for the game and player goal and sub goals.

3.- Shared work completed by Elliot and discussed possibilities for assets.

Tasks assigned

**Elliot** to create code to involve first level games and code to release levels.

**Heidi** to research demographics and prepare presentation.

Next meeting Wed 19/10/16 at 9:30 am in Library Pod 3