Group 2 Meeting 8

Monday 31/10/16

Attendees: Heidi Falcon, Alice Baker, Elliot Chester

Location and time: Atrium canteen at 1:00pm

Agreements:

1.- Elliot up to speed with feedback from Dave’s meeting. Discussed and agreed changes to the game.

2.- Agreed mechanics for first level with platforms, scores, lives.

2.- Agreed mechanics for second level, the maze and evoking Chrysalism.

3.- Agreed timing, sounds and light effects for levels.

Tasks assigned:

**Elliot** Please create first level mechanics in 2D. Please log time spent on tasks.

**Heidi** Please create book stacks for level 1. Please log time spent on tasks.

**Alice** create introductory scene. Please log time spent on tasks.

Next meeting Wed 02/11/16 at 1:00 pm in Waterfront Building ground floor..