Group 2 Meeting 4

Wednesday 19/10/16

Attendees: Elliot Chester, Heidi Falcon, Alice Baker

Location and time: Waterfront Building at 11:30am

Agenda:

1.- Discussed feedback after presentation. 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** away for next week. Excused.

**Heidi** create animation for thunder, programme sound effects.

**Alice** continue creating design for environment as per feedback.

Next meeting Wed 26/10/16 at 9:20 am in W414.