**Meeting Minutes [Week Three]**

**Date:** Wednesday 19th October 2016 **Time:** 11:45am – 12:30pm **Location:** Waterfront Building **Purpose:** To discuss the presentation feedback and the following week's tasks.

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| **Attendees** | | |
| **Name** | **✓** | **Position** |
| Benjamin Reynolds | **✓** | Project Manager / Programmer |
| Thomas Simmons | **✓** | Project Manager / Designer |
| Sam Clack | **X** | Programmer |
| Ionut Ciobanu | **✓** | Designer |

**Agenda**

1. To discuss the feedback given to us post presentation regarding our game, and which tasks we should work on in the following week.

**Discussion**

1. I showed the group how to commit files to, and use the projects section of GitHub.
2. We discussed the feedback given to us, and how we are going to address it. The game levels will be designed to fit a particular theme and purpose in the story’s/game’s progression. The game’s levels will now follow a linear layout.
3. The week's tasks have been allocated and are accessible via our GitHub project page.