**Meeting Minutes [Week Five]**

**Date:** Wednesday 12th October 2016 **Time:** 10:15am – 11:45am **Location:** Waterfront Building **Purpose:** To discuss Chris’ 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 by Chris during his session, discuss the project and which tasks we should work on in the following week.

**Discussion**

1. Sam was not present, has not completed a task yet and has not communicated with the group in a week.
2. Ionut has completed all of his work and is communicating regularly; the group is functioning well despite continuing as a group of three.
3. We spoke about the game’s sound design and how we will design it to evoke Anecdoche in the player.
4. We aim to have two functioning levels in place before our second presentation and are on track to meet this goal
5. The week's tasks have been allocated and are accessible via our GitHub project page.