**Date:** 19/10/2016

**Location:** *Library*

**Attendants:**

Joseph Barber  
Courtney Pearson   
Bethany Cowle   
Henry Smith

**Missing:**

*N/A*

**Topic of meeting:**

*Topic: Feedback from presentation*

**Agenda items:**

* Discussed Robs feedback on our presentation
* Decided which tasks should be completed this week
* Allocated everyone their tasks.

**Moving forward:**

*What did we learn?*

*From our group presentation we collected feedback from rob saying we need to make The level relate to the characters story. We will do this by adding diary notes at the start and the end of the level. The notes at the begining will be clues so the player knows which guard to go to for example;*

*“ Today i got captured by a guard while trying to escape...My dress has been cut by his silver dagger.....” The player will now know to look for a guard with a silver dagger. In each level the clues will become harder and there will be more choice in guard to choose from , this will add a risk as you could potentially lose a charge if you get the wrong one.*

*Where will we be moving/working towards this week?*

*We want to have the first drafts drawn up for next week so we can discuss any changes that need to be made.*

*What is our plan for the following week?*

*We assigned the following tasks to be completed this week,*

*Mechanic Scripting   
4x Level Designs   
Character Design   
Narrative first draft  
2x Asset designs   
Menu screen design first draft  
Level Backgrounds.*