Date: *26/10/2016*

Location: *Games Labs (A2.14)*

Attendants:

Joseph Barber,  
Bethany Cowle,  
Courtney-Jade Pearson

Missing:

Henry Smith (He did inform us last week that he will not be present this week)

Topic of meeting:

Dave’s feedback

Agenda items:

* Discussed Dave’s feedback and what appropriate changes we will be making towards our design
* Created a backlog of tasks which we would like to be completed before our next presentation
* Assigned tasks to be completed this week

Moving forward:

We took Dave’s feedback and made some appropriate changes towards the design of our game; we decided to go with his idea and implement multiple moving guards to add some strategy to our game as the player must now choose which guard to take-over and time their mechanics based on the guards’ position in the dungeon.

We also discussed how to introduce an LPM loop into our game, we decided to keep it simple and introduce one mechanic at a time in a safe environment where they player cannot fail, and afterwards we will start to add some challenge, thus now making it possible for the player to fail.

Our plan for the following week is to get one dungeon/level completed in unity with an LPM loop using temporary assets so that we can get the core mechanics working, we can then add in the art assets later as and when they are ready.