**Date**: *02/11/2016*

**Location**: *Atrium Building: the labs*

**Attendants:**

Joseph Barber   
Courtney-jade Pearson   
Bethany Cowle  
Henry Smith

**Missing:**

*N/****A***

**Topic of meeting:**

*Missing Assets*

**Agenda items:**

* Missing furniture / art assets
* Sprite sheets
* Adding assets to the unity build

**Moving forward:**

***What did we learn?***

Once we added the floors and walls to our game, we saw that the rooms were still bare. We then discussed adding in new art assets to make the rooms look like they’re from the medieval era.   
We will now research medieval furniture for inspiration to create similar assets.

We added our character design and the guards to the unity build but we realised their legs didn’t move so we have now discussed making a sprite sheet to make the movement realistic.

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

* Medieval furniture research
* Medieval Art Assets
* Sprite sheet
* Adding two more levels
* Speech marks
* HUD
* Guard mechanics