Date: *16/11/2016*

Location: *water front building*

Attendants:

Bethany Cowle  
Henry smith   
Joseph Barber   
Courtney Pearson

Missing:

*n/a*

Topic of meeting:

*Last week feedback / presentation*

Agenda items:

* Play testing feedback
* Additional assets needed
* Presentation feedback

Moving forward:

*What did we learn?*

Today we listened to each other’s play testing feedback, there were similar problems that occurred. We found out that we needed to change some art designs to help hint to the player to see where they have to go. Also we saw that some levels were complex so we need to add an additional level to help make a more effective Play, practise, master loop. Our levels seemed bare so we decided we need to add the art assets this week to make the dungeon effect. We had our presentation with Dave and Eddie, they said overall our game is working well but we need to think about our mechanics more.