Date: *23/11/2016*

Location: *Games Labs (A2.14)*

Attendants:

Joseph Barber,   
Bethany Cowle,  
Courtney-Jade Pearson,  
Henry Smith

Missing:

*n/a*

Topic of meeting:

Player feedback and prioritising tasks

Agenda items:

* Discussed the work we did the previous sprint and how effective we were in addressing the concerns among our play-testing feedback.
* Discussed which tasks will be most important to complete this week in order to continue addressing player feedback

Moving forward:

Moving forward we are now focusing heavily on play-testing and player feedback. This week we discussed how effectively the changes we made to our game were able to fix the common issues our play-testers faced, and once we’ve made some additional adjustments this week we will continue to obtain play-testing feedback from old and new players to see if we have now fixed these issues.