Date: *30/11/2016*

Location: *Atrium building/ Water front building*

Attendants:

Bethany Cowle   
Courtney Pearson   
Henry Smith  
Joseph Barber

Missing:

*N/A*

Topic of meeting:

*Commitment feedback.  
Final Level discusions.*

Agenda items:

* Robs Feedback
* Final Level Design
* Finish to the game

Moving forward:

*From robs feedback we learnt that we need to send emails more frequently, everytime we upload to github we need to inform the group. We also need to work on tracking our time with each assigned task, this way we can see how long we need for new tasks.*

*We discussed adding a new final level for our boss battle (the killing of the king).The final level will be more complex than the previous levels, we will add more keys, doors , levers, spikes and guards and place them in a specific pattern to make the level last longer, making the player think about their options. The player would’ve learnt the controls by the final room, this will help them understand where the goal is and how to accompish it.*

*For the boss battle we are designing new fighting mechanics, a new room and new guard patterns.   
By next week we will have a completed menu screen , completed 4 levels designs , final boss design , new mechanics , new diary entries and character speech scripts.*