**Level 4/5 – Group - 11**

**Date and time of meeting/ duration?**

* 30/11/2016 2hrs

**Who attended?**

* Tom Wenman
* Jordan Marks

**Topic**

After our meeting with Dave, we decided to iterate small areas to fit the brief. We’ve now made the game have a timer mechanic which will force the player to hurry up in collecting items before the parents get home.

**Main focus for the current week**

Creating repetitive items for the player to destroy.  
Creating/ fixing the timer script and to show text to appear on screen when time is running out/ up.

**Plans for the week ahead**

Preparing to create our final presentation, game footage and play testing.