**Level 4/5 – Group - 11**

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

* 19/10/2016 2 hours

**Who attended?**

* Tom Wenman
* Mark Key
* Mohammad Miah

**Who didn’t attend and why? (If any)**

Jordan Marks – was ill.

**Topic**

Produced sprint 1 with the most important assets first. Discussed plans and alterations with the game after the feedback from the presentation. Mainly need to focus on what the player does during gameplay and what kind of puzzles to use/ how they play a role in the game.

**Main focus for the current week**

Uploading and finishing tasks which have been set on Github by Monday.  
Tiding up Github so it’s presentable and easy to locate files within.

**Plans for the week ahead**

Start to build more assets within the game i.e. inventory design, puzzles.

Also to have built code for an inventory system so items will not be permanently deleted and can be used later on in game.