12/10/16 Meeting Minutes

People Present:

Sam – Attended

River – Attended

Charlie – Attended

Quwaine – Absent

What we covered:

* Several game ideas / mechanics
* Made a few non-digital prototypes for the spoken about games
* Research on target audiences and game mechanics
* Met Dave and re-evaluated our game mechanics and ideas
* Created new game design, new ways to convey our emotions of choice from the Obscure Sorrows.