10/10/2016 17:30 – 18:20

River attended

Quwaine attended

Charlie attened

Sam absent (unknown reason)

Tower defence game, can only control one tower at a time (no automated fire (onisim)

Wizard/warlock game where you go around controll a person from the town collecting resources, and trying to avoid raising awareness to you .

* Game ideas
* Game mechanics
* Building on ideas
* Brainstormed for our final two obscure sorrows