***Meeting Minutes 7TH December, Games Labs***

**Alex, Ryan, Daniel Present, 30 minutes**

**1st Issue; mechanics**

After meeting with Dave make first level have a variety of other mechanics such as rotating books and various sizes, Ryan, and Daniel to work on this

**2nd Issue; Playtesting**

Last week of development so game must be play tested by all group members and other people not included in the development of the project. Sending a .exe to other people will be best.

**3rd Issue; Bug fixing**

Any outstanding bugs must be fixed within in the week, comes under playtesting from all group members

**4th Issue; Visual Hierarchy**

Lighting and colours in level must be worked on to make level easier on eyes and allow the player to see further in the level.