Meeting minutes, Games labs 12:00- 12:30

All team members present

First point:

* What does the player do?

Must start making prototypes for game and get a feel for how a player would actually play the game and interact with it

Sketches must also be made to reflect what UI and other elements will actually look like in game

Second point:

* Get GitHub project started up with tasks to be set by Ryan.

Tasks to be set:

Alex and Tom to work on level design concepts as well as user interface and game screen sketches

Ryan and Daniel to work on prototype for game and start working on mechanics that will actually go into game.