***Meeting Minutes Wednesday 23rd November, Games Labs***

**Alex, Tom, Daniel Present**

**1st Issue; group communication**

Group must log all hours this week and keep the email count up.

**2nd Issue; GitHub tasks**

Tasks this week will have half the amount of hours set, mainly polishing and bug fixing. Ryan to work on second puzzle screen

**3rd Issue; Bug fixing**

Current issues with first person level to be fixed as well as puzzle level books falling through bookshelfs. Ryan and daniel to work on this.