***Meeting minutes 26/10/16***

All members present, 13:15- 13:30, A214 Games Labs, Group manager this week; Alex

Feedback from meeting with Eddie:

* Spend more time rehearsing presentation
* Have both team members standing on either side of the projection
* Dont have as much text on screen
* Have images and moodboards earlier on in the presentation

Tasks set:

* Start prototyping first puzzle screen for game
* Create 3D book models to move around
* Create bookshelf to put books on
* Add a drag and drop function to the prototype