**Date**: 23/11/2016

**Attended**: Jake Seamen, Connor Wilby, Callum Walsh and Macaulay Mills

**Time and location**: Meeting occurred at half 12 and lasted for 30 minutes in the A2.14

**Agenda**

In today’s meeting, we discussed many topics such as the status of our game and decided on what we needed to start polishing for the finished product. Another topic we spoke about was what we needed to cut from the game in order save time and help us focus polishing the most important parts, these cuts consist of unneeded animations and narrative prompts. The last topic that was discuss was the back log, we worked together to come up with a list of subtitle tasks of which are set for the back log.