9th November 2016-11-23

Meeting Minutes

Members Present:

River, Lewis, Charlie, John, Roberto

Members Absent:

Guy (unkown)

Topics discussed:

* Merging of the groups introduced the new members to the game concept
* Dicussed new ideas with other members including anything that could be taken from the new member’s previous game.
* Decided on the main mechanics of the game.
* Assigned tasks

Taks Given:

* Lewis:
  + Add the fog mechanic to the game
* John:
  + Add pressure plates to the level.
  + Add GUI to the game.
* Charlie
  + Top Down Game Ready Character
  + Obstacles research and artwork
* River
  + Level exit artwork
  + Game doors artwork
* Guy
  + Pressure Plate Top down art.