**Minutes for - 20th October 2016 Group L4/5 18**

**Attendees -** Zachari Cooper, Amy Potter, Thomas Turner, Daniel Jameson

1:00pm – Meeting began by demonstrating initial prototype of seahorse game.

1.10pm – Members discussed mechanics and game ideas of how to make an emotional experience for the player.

1.40 – The team began making a list of what tasks would be needed for the first sprint.

1.50 – The team were assigned tasks and meeting concluded.