**Date:** *20/10/2016*

**Location:** *Labs*

**Attendants:**

Max Carter  
Charlie Crewe  
Ethan Ward

**Missing:**

Joe Sawyer

**Topic of meeting:**

*Re-working the game idea to fit more in line with the brief*

Agenda items:

* 1: *To make the game link with the emotions we have chosen*
* 2: *Think up mini-games to give the game depth*
* 3: *Plan tasks for the following week*

**Tasks:**

Charlie:

*As a developer work on the outline for the game to show an accurate play time – 2h*

*As a programmer offer support and aid for Ethan’s coding tasks should it be needed – 1h*

*As a designer design a mini game a second mini game physiotherapist portion of the game – 3h*

Max:

As a developer work on the outline for the story of the game, to accurately show the players transition from the start of the game to the end, Dog, Wife, Dead Dog, Kids, House Fire, Suicide attempt. – 5h

As a manager set up GitHub to the state the team needs it to be and put the tasks on GitHub – 1h

Ethan:

*As a programmer work on the initial movement control for the base game – 3h*

*As a programmer work on the elevator code – 3h*

Joe:

*As a designer work on research into hospitals, the atmosphere and treatment of people and what you might find in the rooms – 3h*

*As a designer produce two mood boards based on the research you have found, be as specific as you can with the mood boards – 3h*

**Next Week’s Meetings:**

Monday

*5:00pm in the labs*

Wednesday

Chris: 11:40 – 12:00 - W208