Date: 2nd of November

Present: Alex Rosca, Heather Bishop, Henry Crofts, Nathaniel Berger

Time: 1hour 30 minutes

What we discussed:

* The meeting started with showing the work previously finished. Henry, Nathaniel and Heather went through the code they finished while I showed the mood boards and character designs.
* I proposed a theme for the first level of the game before considering the art assets that could be used.
* Heather discussed and considered the code and mechanics that could be implemented by Henry and Nathaniel.
* We discussed the design choices of the art assets we were going to implement
* The code/art tasks were given