**Meeting Minutes (09/11/16) 1PM-2PM**

**Attendees**

Henry Crofts

Heather Bishop

Nathaniel Berger

Alex Rosca

**Absentees**

**Agenda**

**Work Review From Previous Week**

All tasks completed.

Nathaniels Elevator Script task was not completed, however he gave it a good attempt and has sought assistance to fix it. His attempt is uploaded to GitHub, and his time logged.

**Review Backlog**

Removed the assets that have been completed.

Added art tasks for the potential second/third levels. (Dr Jekyll and Mr Hyde, and Lord Of The Rings).

**Work Assigned For This Week**

**Tasks Assigned And Estimated Time Required**

This weeks tasks are aimed towards getting a polished prototype, as all basic functionality now excists but needs to be fine tuned and checked for bugs.

We are also moving our focus to playtesting, so everyone has been assigned 1 hour of playtesting and provided a questionnaire for players to fill out.

Henry: Play test the game to check for bugs/gitches for 1 hour.

Play test the switching mini game for bugs/glitches for 1 our.

Optimise/bug fix the switching mini game for 2 hour.

Find players to play test the game for 1 hour.

Alex: Create concept art for the next 1-2 levels for 2 hours.

Create the comic strips for the player/NPC interactions for 2 hours.

Create the narrative outline for the game for 2 hours.

Nathaniel: Find players to play test the game for 1 hour.

Play test the game to check for bugs/gitches for 1 hour.

Create the script to allow the player to exit the level. 1 hour.

Create the script to execute the mini game. 1 hour.

Create the script to switch on and off the elevator. 1 hour.

**Anyone Requiring Less Work, And Why**

**Agreed Meeting Outcomes**

To optimise and polish the current build of the game.

To check that our design choices are in keeping with the brief.

To move forward with our concept and iterate it for more improvement.