**Meeting Minutes (16/11/16) 11:30 AM -1 AM**

**Attendees**

Henry Crofts

Heather Bishop

Alex Rosca

**Absentees**

Nathaniel Berger (Did inform us).

**Agenda**

**Work Review From Previous Week**

All work completed, except for Nathaniels code. He experienced a lot of errors in Unity that he couldn’t fix.

**Work Assigned For This Week**

**Tasks Assigned And Estimated Time Required**

Alex: Create mood boards/concept art/actual art for the new characters and enviroments in the game (2 hours each, 6 total).

Henry: To convert the current code to make the game an endless runner (4 hours).

Nathaniel: To research endless runners so we can make informed design choices (2 hours). To create a script to randomly spawn objects on the horizontal axis (4 hours).

Me: To research endless runners (1 hour). To design a basic level (1 hour). To complete management administrative tasks (1 hour). To compile all assets into one Unity file (2 hours).

**Anyone Requiring Less Work, And Why**

Nathaniel – He seems to be feeling a bit overwhelmed and, I feel, could do with a few less hours each week to stop him from being overloaded with work. Have reduced his work to 4 hours a week.

Henry – His newborn son isn’t sleeping through the night, so he is struggling to get his tasks done on time. Have reduced his work to 4 hours a week.

**Agreed Meeting Outcomes**

Adapted game concept to an endless runner to focus on the game mechanics and improve the player experience.

Have iterated the narrative to narrow it down slightly as it was impossible to portray all narrative elements in the time we have left.