**Meeting Minutes (17/10/16) 1PM-2PM**

**Attendees**

Henry Crofts

Heather Bishop

**Absentees**

Nathaniel Berger

**Agenda**

**Work Review From Previous Week**

Completed research and individual brainstorming sessions.

**Review Backlog**

**Work Assigned For This Week**

**Tasks Assigned And Estimated Time Required**

Everyone: complete 2 hours of research/design into two ways to promote/create feelingsof Occhiolism and to promote/create feelings of Chrysalism.

Henry Crofts- To complete a blank (but functional) template for the main menu screen, the blank level scene, a win screen, and death screens. (4 hours).

Nathaniel: to create mood board for the witch, the missing children, and for two-four different villagers. 4 hours.

Heather: Design the levels. (1 hour).

To create mood boards/research environments for the game. An individual mood board for the following is required: Internal view of houses, external view of the village, internal view of the witches house and an external view of the witches house.(4 hours).

Create list of all assets required (1hr)

Create a basic narrative outline (1hour)

**Anyone Requiring Less Work, And Why**

**Agreed Meeting Outcomes**

Finalised game concept: point and click adventure in which the player is hunting a witch that has stolen the children from the village. Must collect objects in the environment that will confirm the witches guilt and also lead the player to the children. However it transpires that the witch is innocent, and is put to death for no reason. Two endings will exist depending on how many of the clues the player finds. If the player doesn’t find many clues then the player must find the children alone, or fails to find them at all. The players perspective of the witch will be unaltered. If the player finds most/all of the clues then the player will be made aware of their small perspective by discovering that the children were in fact willingly visiting with the “witch”, learning alchemy and herbalism techniques and that she was put to death unnecessarily because of the villagers and the protagonists prejudice (ergot poisoning from bad rye).