**Meeting Minutes (05/10/16) 12pm-1pm**

**Attendees**

Nathaniel Berger

Henry Crofts

Heather Bishop

**Absentees**

N/A

**Agenda**

**Work Review From Previous Week**

N/A

**Review Backlog**

N/A

**Work Assigned For This Week**

**Tasks Assigned And Estimated Time Required**

Research tasks into each obscure sorrow and things that created a emotional response in us, for later use in a mood board. 4h.

Research tasks into how to evoke emotional responses in players. 2h.

**Anyone Requiring Less Work, And Why**

N/A

**Agreed Meeting Outcomes**

Research on obscure sorrows in order to narrow down the list to two specific sorrows; which we will then use as the base for all design choices.

Research into understanding how/why games evoke emotional responses in players.