**Meeting Minutes (06/10/16) 12:30pm-1pm**

**Attendees**

Nathaniel Berger

Henry Crofts

Heather Bishop

**Absentees**

N/A

**Agenda**

**Work Review From Previous Meeting**

Decided on two Obscure Sorrows (Chrysalism and Occhiolism), and the pictures/ research elements that we liked and felt we could use in the game.

**Review Backlog**

N/A

**Work Assigned For This Week**

**Tasks Assigned And Estimated Time Required**

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

**Anyone Requiring Less Work, And Why**

N/A

**Agreed Meeting Outcomes**

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