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

**Attendees**

Nathaniel Berger

Henry Crofts

Heather Bishop

**Absentees**

N/A

**Agenda**

**Work Review From Previous Meeting**

Decided on the games demographics, player types, and the specific types of fun that would suit the game. Created an initial catalogue of the mechanics dynamics and aesthetics. Created two basic concepts, with the intention of narrowing down those concepts into specific concepts.

Completed both research tasks.

**Review Backlog**

To begin art research for environments/characters ect.

To create the narrative.

To create a step by step walkthrough of how to complete the game.

To create a list of all the scripts that will/may be required for the game.

To create a list of all the art assets that will/may be required.

**Work Assigned For This Week**

To brainstorm dynamics and aesthetics for the game, and the win condition. 3 hours.

To brainstorm specifics of the concepts already outline, and settle on a final one. 3 hours.

**Tasks Assigned And Estimated Time Required**

**Anyone Requiring Less Work, And Why**

N/A

**Agreed Meeting Outcomes**

Putting together a brief outline of the required assets.

Finalising a basic outline of the mechanics, dynamics and aesthetics of the game along with a brief description of game play.

Begin work on a design document.