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

**Attendees**

Henry Crofts

Heather Bishop

Nathaniel Berger

Alex Rosca

**Absentees**

**Agenda**

**Work Review From Previous Week**

Completed all tasks.

**Review Backlog**

Old backlog removed, new to be created.

**Work Assigned For This Week**

**Tasks Assigned And Estimated Time Required**

Everyone: To think of one instance/example of a puzzle/obstacle the player must overcome in order to collect a book.

Alex: concept art/mood boards for remaining art assets(4 Hours). Sprite sheet for the main character. (2 hours).

Nathaniel: Player Movement Script (1.5 Hours), Collecting mechanics (2 hours), Jump Mechanic (1.5 Hour).

Henry: Climb Ladders Script(2 Hours), Player push/pull objects (2 hours), player respawn (1 hour).

Heather: Game controller script (2.5 hours), new backlog (1 hour), Contingency time (2 hours).

**Anyone Requiring Less Work, And Why**

**Agreed Meeting Outcomes**

Created new game concept, 2D platformer in which player collects books to repair a bookshop. Chose two new Obscure Sorrows.

Worked out details of gameplay/player experience/ concept and how we intend to evoke the two Obscure sorrows.