**Level 4/5 Group 8 Meeting Minutes**

Date: 12th October 2016

Time: 10:30am

Attendees: Jack Fuller, George Hutchings, James Pyke, Caitlin White

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Discussion:

* Discussion of the brief.
* Each member of the group was given time to discuss the research they had done and any game ideas they had produced.
* Group gave feedback on each idea and discussed how it fit into the brief.
* Group discussion on which elements and ideas to bring forward into our game.
* Group decided on one idea that we would work – then discussed the genre and what mechanics would be incorporated into the game.
* Briefly discussed the presentation and what information would need to be included.
* Decided on creating a 2d puzzle games that would be level based and would incorporate elements of Rukkehrunruhe and Monachopsis.

Tasks moving forward:

* George Hutchings – Create main character mood board.
* Caitlin White - Research mechanics and puzzles to incorporate into the game.
* Jack Fuller – Create a mood board for the main hub area.
* James Pyke – Create a mood board for the level design.