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

Date: 19th October 2016

Time: 13:00 pm

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

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Discussion:

* Discussion primarily around feedback from the pitch.
* Discussed what changes we would make that ensure our game fits the brief and took on board the feedback that we received.
* In response to the feedback, we would ensure that our game links properly to the two terms we have chosen. The puzzles and adventure elements would have clear links to the immersive trip memories that are included and each ‘level’ would be themed around a part of the trip and the puzzles in that level would fit that theme.
* Discussion of tasks moving forward.
* Decided that creation of concept art and getting the basic movement mechanics created in Unity is important for this week. As is some thought into the themed puzzles we would incorporate.
* After discussion of tasks, decided it would be beneficial for all members to do some research into games of a similar genre to better inform our final product.

Tasks moving forward:

* George Hutchings – Create concept art for the main character.
* Caitlin White – Choose some themes for levels and create some puzzles that fit into those themes.
* Jack Fuller – Create Unity file and script basic movement for the character.
* James Pyke – Think about/Create the hub design.
* Everyone also has a secondary task to do some research into puzzle/platform adventure games as it would be beneficial to our final product.