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

Date: 26th October 2016

Time: 12:40 pm

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

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Discussion:

* Looked at previous weeks tasks. Discussed any issues that arose and changes that needed to be made such as including unity project file into github.
* Some group members were having issues with github so briefly ran through how to use it. Tasks were not being moved in github so emphasised importance of doing this.
* Discussed how we wanted the hub to work in our game. Did some research to look for inspiration and came to a decision. Design for this will be created for next week. Will also try to create the necessary scripts.
* Looked at themed levels that had been created from last weeks task and picked 2 that would be designed for later implementation.
* Agreed on tasks that each member of the group would be working on for the next sprint and discussed that some tasks would need to be worked on early on in the sprint as other members of the group would need that work to do their tasks.

Tasks moving forward:

* George Hutchings – Create coloured version of character and design hub layout.
* Caitlin White – Design the layout for 2 themed levels.
* Jack Fuller – Finish creating/fix issues in movement script and try to create script that will be used in the hub room for player to get to other levels.
* James Pyke – Create the hub in Unity based on the created design.