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

Date: 2nd November 2016

Time: 12:00 pm

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

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Discussion:

* Discussed previous tasks – any issues etc
* Some tasks had not been uploaded – found out why they were not there and fixed the problem.
* Discussed progress of the project – whats tasks needed to be done to progress.
* Emphasised importance of moving tasks in github and logging work.
* Discussed tasks for next week. Art assets need to be made. Decided that one group member would create the art assets for the hub room and another would create the assets for one of the levels.
* Level layouts would be created in Unity. Art assets and character sprites would be implemented.

Tasks moving forward:

* George Hutchings – Create all assets that will be needed for the hub room.
* Caitlin White – Create all assets that will be needed for one of the levels.
* Jack Fuller – Attempt to build the layout of the level in Unity.
* James Pyke – Implement character assets and art assets.