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

Date: 30th November 2016

Time: 10:30 am

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

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Discussion:

* Discussed feedback from session with Dave. Focusing solely on memory based mechanics where the player has to remember a sequence. At each puzzle, there will be something the player has to remember which will unlock the door at the very end of the level – will place disruptors between each puzzle to increase difficulty.
* Memory puzzle code has been completed – will make it easier to implement other memory challenges – will aim to have 2 more puzzles created in the coming sprint.
* More assets will need to be made for the new puzzles.

Tasks moving forward:

* George Hutchings – Create background for main hub, death animation, and death sprite.
* Caitlin White – Create assets for more memory puzzles.
* Jack Fuller – Implement a new memory puzzle.
* James Pyke – Implement a new memory puzzle.