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

Date: 9th November 2016

Time: 11:00 am

Attendees: George Hutchings, James Pyke, Caitlin White

Jack Fuller did not attend.

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Discussion:

* Issues still being had with github – work not uploaded. Discussed a work around such as using dropbox so others were able to access work and upload it.
* Discussed feedback from meeting. We may be trying to incorporate too many mechanics into the game so discussed focusing on one. For now, will create the mechanics we had initially discussed and may decide to focus on one of those once working. The numerous mechanics may be too time consuming to make so it ultimately may be best to focus on a single mechanic.
* Discussed tasks for next week – art still needs to be made and the coding for the puzzles needs to be created.

Tasks moving forward:

* George Hutchings – Create all assets that will be needed for the hub room. (work was not uploaded previous week so this is continuation of that task)
* Caitlin White – Create assets for second level.
* Jack Fuller – Code the first puzzle in level 1.
* James Pyke – Implement assets and create boulder puzzle.