20/10/16

Length – 1 Hour

Members Present

Jay Pointer

Ashley Burton

Dalton Kirk

Agenda

Game Idea

Discussion

Discussed how our presentation went and reviewed the feedback that was given to us

Planned new sprint

Discussed what our games hook will be

Discussed what variable rewards we could implement into the game

Planned what we want done by our next presentation

Brief discussion on the games art style. Spoke about use of shaders inside of unity and the texturing of low poly models

Briefly discussed what mechanics could link up to each input control (Continued as individual tasks in the sprint)

Discussed what research needs to be carried out

Discussed how the water should look in the game and how it could be created