Meeting Minutes 25/1/17

Members Present:

* Jay Pointer
* Ash Burton
* Dalton Kirk

Agenda:

* The Winterval break
* What we need to make a playable version for testing
* The next pitch
* Tasks for this week

Discussion:

* The Winterval Break
  + Dalton
    - Made a feedback form
    - Decide How to give boss location away
      * Telescope to increase vision?
    - Power ups to help?
      * Cheap ways to give assistance
    - Different primary objective
      * Stealth?
      * Kill all?
      * May give a variation in game play?
  + Ash
    - Chest Opening
    - UI for levels
  + Jay
    - Made UI Buttons
    - Tried to fix a bug
    - Organised Texture PSD
    - Created new Way Point Marker
* What we need for a playable version
  + Visual representation of upgrades
  + System working without bugs
  + Basic Balancing
* What we need for pitch
  + POA
    - Immediate Plan
    - Future
  + Updated Videos