**MINUTES MEETING #4**

**DATE**: Wed15-02-17 **TIME**: 11:43 **LOCATION**: A214

**ATTENDEES:**

* Heidi Falcon
* George Flude

**ABSENT:**

* Macaulay Mills

**AGENDA TOPICS:**

**Tasks completed:**

* Georges Tasks done
  + Need to reupload piece that failed to sync
* Heidi’s Tasks Done
  + Finish one of the tasks that time was run out
* Macaluays Tasks not done
  + No emails in the week besides Wednesday to say he'd be absent

**Meeting with Dave this week:**

* + **Game needs to have unpredictability**
  + **At the moment, its a game of skill and speed rather than physics**
    - **Thrusting the player forward**
    - **Player is pufferfish**
    - **Needs to have feedback for the player**
    - **Damage to each other**
    - **Waves change environment**

**ACTIONS:**

**George**

* Redesign the character 2h
* Animate the Character 2h
* Playtest 2h

**Heidi**

* Score 2h
* Timer 2h
* Change Scene 1h
* Finalise Tutorial 1h

**Macaulay**

* Research Buoyancy 3h
* Design Obstacles 2h
* Design Waves 1h

**NEXT MEETING:**

Wednesday 22-02-17 at 12:00 pm in A214.