**Group 14- Meeting minutes**

Wednesday, 09:30am-10:00am 08/03/17

All group members present

Location: A2.14

**Points discussed:**

Group discussed artwork to be implemented into game (hills, start line etc). Michael will design a handcrafted level for game and create a new set of hills for players to move on.

Group also discussed the speed boost to be implemented into the game, ultimately deciding on boosts shall be placed at the bottom of hills and will take the form of crackers (to fit the theme of a rolling cheese wheel)

Group finally discussed playtesting and decided to have each member playtest this week for a minimum of 1 hour per group member. Playtesting feedback will be noted down and referred to next week.

**Tasks set for the week:**

Alex- Create title screen and pause screen for game, create the artwork for the speed boost and playtest the game at the end of the week.

Michael- Create the questionnaire for playtesting for other group members to use, design the level for game (hills) and create accompanying artwork.

Henry- Implement sounds for game, create speed boost for game and playtest the game.