Date: *22nd Feburary 2016*

Location: *Games Labs (A2.12)*

Attendants:

Joseph Barber,  
Ionut Ciobanu,  
Charlie Kinglake,  
Caitlin White

Missing:

*n/a*

Topic of meeting:

Playtesting and presentation preparation

Agenda items:

* Discussed questions we will be asking our play testers – what feedback do we want to get?
* Talked about what we must include in our next presentation

Moving forward:

During this meeting we were able to create our play-testing questions that we will be giving to all play testers.

We also looked at the presentation feedback from Eddies lecture prior to this meeting and discussed what we must include in our next presentation, and what we need to change from our previous presentation.

The plan for this week is to get a lot of playtesting feedback and to get our presentation ready for next Wednesday.