Date: 8th  *March 2017*

Location: *Games Labs (A2.14)*

Attendants:

Joseph Barber,  
Charlie Kinglake,  
Caitlin White

Missing:

Ionut Ciobanu (Uninformed absence)

Topic of meeting:

What will our finished game look like – how do we get there

Agenda items:

* What assets will our final game have?
* What mechanics will our final game have?
* How much time do we have?

In today’s meeting with Rob, we discussed what does our game currently have, and what will our game have when it is finished? We then looked at how our game meets the brief, and looked at, realistically, how many man-hours do we have left before the end of this project?

We used this as the basis to decide what action is most appropriate to take moving forward.

Moving forward:

We decided that this week we should implement the terrain so that we can play test it for next week. We also want to implement Dave’s suggestions of fixing our affordances and implementing cooldowns for our balls.