Date: 15th  *March 2017*

Location: *Games Labs (A2.14)*

Attendants:

Joseph Barber,  
Charlie Kinglake,  
Caitlin White

Missing:

Ionut Ciobanu

Topic of meeting:

Discussed what work we’d like to have ready for our meeting next week. Discussed feedback from our previous session with Dave where it was mentioned that it feels more intuitive for the player to move when swiped instead of firing a ball, though we’re not sure if that could be implemented with the way our game currently works. The idea of implementing a cooldown system was also discussed.

Agenda items:

* Playtesting for next week
* How can we implement a cooldown system?

Today we looked through the previous weeks work. We looked at responsive obstacles that were designed that we plan to implement. These responsive obstacles should add more strategic elements to the game and we will try to implement these for playtesting. We also created a new playtesting questionnaire.

Moving forward:

We decided to implement the responsive obstacles that were designed. We will also playtest this week and receive feedback on the newly implemented features and think about how we could implement a cooldown system and design how we would want that to look.