Date: 22nd March 2017

Location: *Games Labs (A2.14)*

Attendants:

Joseph Barber,  
Charlie Kinglake,  
Caitlin White,  
Ionut Ciobanu

Missing:

*n/a*

Topic of meeting:

Discussing the feedback we received about our presentation and game and discussing our current levels.

Agenda items:

* Presentation feedback
* Playtesting feedback
* New level layouts

After Eddies meeting we discussed the feedback about our group as well as feedback that other groups received and discussed ways that we could use this feedback to improve our own presentation.

We looked at our playtesting feedback and decided what appropriate changes we need to make to our game to address our feedback.

We started discussing our current level designs and using the feedback decided what players did and didn’t want to see in a level.

Moving forward:

We’ve decided to create and implement more levels into our game using the feedback from play testers. We will also be preparing our presentation for the following week.