Date: 29th *March 2017*

Location: *Waterfront building*

Attendants:

Joseph Barber,  
Charlie Kinglake,  
Caitlin White,  
Ionut Ciobanu

Missing:

*n/a*

Topic of meeting:

What feedback did we get from the presentation, how can we polish our game and how will we implement our cooldown system?

Agenda items:

* Presentation feedback
* Game polish
* Cooldown system

Today, after our presentation, we discussed the feedback we received, mainly from Eddie. We all agreed we liked his idea of having a ball selection; this would mean that players were not overwhelmed with the amount of balls they can choose from and can instead choose which balls they want to play with – this can add some extra strategy as players may want to use different balls on different maps.

Moving forward:

We will be adding a ball selection screen, designing some more balls and plan to add in our cooldown system.