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| Weekly Manager: | Heather |
| Date: | 04/04/17 |
| Attendees: | Henry, Connor, Heather.  Sam – Unexplained absence. |

**Meeting**

The team presented prototypes they had been working on for the characters, forground, background and how to cohesively use these elements to tell the story of two protagonists being forced to fight to the death (or feed the antagonist) in order to save their romantic partner.

The team agreed the new design for the character, the antagonist design, and to produce 3 prototypes for the background and foreground elements.