Level 4/5 Group 1 Meeting Minutes

Date: 15th February 2017

Time: 12:15pm

Attendees: James Pyke, Matthew Lummis, Benjamin Attebery

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Discussion:

* Discussion of the meeting with Rob.
* Each member was given the tasked of the week.
* Group gave feedback on meeting.
* Group discussion on the game's current status and where to move on to.
* The group came up with a few possible themes for the game.
* The game will now be more mechanic heavy, working on core physics.

Tasks moving forward:

Matthew Lummis – Create recoil mechanics ingame.

James Pyke – Create theme implementation in each scene and refining movement.

Benjamin Attebery – Develop on characters, designing themes etc.