**Level 4/5 – Group - 8**

**Date and time of meeting/ duration?**

* 01/02/2017 1hr

**Who attended?**

* Tom Wenman
* Ethan Taylor-Ward
* Bailey Keeble

**Topic**

As a group we discussed the possible changes of our first launching mechanic due to the feedback of our presentation. We looked at how we could add minions on each side to change the gameplay. Now minions will need to be hit into the stomach acid instead of one separate object. There will also be items falling into the stomach to add shooting harder to master.

**Main focus for the current week**

Creating artwork for the hero side launcher and our game background. Code will also be updated with new alterations to launched objects.