**Level 4/5 – Group - 8**

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

* 15/02/2017 2hrs

**Who attended?**

* Tom Wenman
* Ethan Taylor-Ward
* Bailey Keeble
* Callum Walsh

**Topic**

We discussed how to change our mechanics and mainly focus them on player skill. I.e. trick shots to get the best possible result in game. With this also implemented we have to iterate our current map designs to make the surroundings alter the gameplay and harder to master.

We also had to update our target audience and to look into why our game is set in the stomach, for our purpose, we agreed it was educational and for the younger teens.

We also spoke about current tasks and if there were any issues occurring, at that present time there was no issues that had to be addressed.

**Main focus for the current week**

The main focus for this week is to edit our map designs, start implementing sound effects, death zones and moving the objects at different values. I.e. shielded creatures may have more of a resistance compared to other minions.