**Level 4/5 – Group - 8**

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

* 30/01/2017 2hrs

**Who attended?**

* Tom Wenman
* Ethan Taylor-Ward
* Bailey Keeble

**Topic**

As a group we discussed what mechanic we will focus on next and how it will fit with our current launch mechanic. We looked at ways of including objects that can be destroyed once collided with, how resistant some objects can be and what ways to change the gameplay for the player.

We agreed on including various launching items that can have different effects and power once it collides with the enemy lines.

As agreed, we are creating a game based around a virus trying to attack an immune system. Player 1 will defend and attack against the virus and visa versa.

We also discussed what art style we’d like to focus on and what art style we all feel comfortable with. We decided to use a cartoon art style, similar to Paper Mario/ Spongebob.

**Main focus for the current week**

Completing the first sprint which has us ready for the presentation. This includes showing our first prototype which shows our first mechanic. (Shooting), moodboards and research into what mechanics benefit each other.