Date: *18 October 2017*

Location: *A.216*

Attendants:

Joseph Barber,  
John Dorman,  
Elliot Dewhurst,

Topic of meeting:

Technical implementation meeting

Agenda items:

* How will we structure our levels?
* What classes do we need – how will they look

Overview and Moving forward:

We had a quick technical meeting to discuss the technical and implementation details of our game. We wanted to have an understanding of the structure we will follow as we felt this to be very important as we will have multiple programmers working on this together.