Date: *22 October 2017*

Location: *Online chat*

Attendants:

Joseph Barber,  
John Dorman,

Topic of meeting:

Technical implementation and game design

Agenda items:

* How will we implement our mixing/combining mechanisms
* Discuss our multiple factories within our metagame and the overworld

Moving forward:

We decided on a sensible approach to implementing our combination mechanics which greatly improved the optimisation and speed of the current system.

We also spoke about our metagame and overworld, how we will introduce multiple factories to the players and how to handle the progression sensibly.