Date: *01 November 2017*

Location: *Computer labs common room*

Attendants:

Joseph Barber,  
John Dorman,  
Elliot Dewhurst,  
Miruna Rosca

Topic of meeting:

Game discussion, preparation for presentation

Agenda items:

* Meeting with Dave
* Discussion of where our game sits so far
* Plan sprint

Moving forward:

We covered a lot more this week that we had originally thought and this was due to our meeting with Dave.

Dave’s reaction to our game as it stood plus some feedback and suggestions from him were massively helpful is guiding our game into the correct direction; it forced us to think about what does the player do at every point of the game and when they return to the game, this allowed us to ensure the player always had something to do and always knew what they could do next.

We decided to implement a noticeboard system that would contain information about which potions were currently high in demand, this means that upon opening the game players will want to check the notice board.

After this, they may go into their factories and altar them so that they are now producing this new potion. This means the player will be interacting with their factories and solving puzzles each time they return to their app.

Using the money generated from these factories, they can unlock new factories and upgrade their existing factories. New factories can be placed around the world by players. We will be looking into what rewards the players want.