Date: *08 November 2017*

Location: *A2.16*

Attendants:

Joseph Barber,  
John Dorman,  
Elliot Dewhurst,

Absent:

Miruna Rosca (She had informed us prior that she would be unable to attend due to illness)

Topic of meeting:

Post presentation meeting

Agenda items:

* Discuss feedback from presentation
* Plan our sprint moving forward

Moving forward:

After hearing feedback from the brief, we discussed any design choices that we may have to reconsider.

One person suggested an idea that we originally considered but chose not to implement as it was moving our game closer to a city builder than a puzzle solving game; the fact that this was suggested shows that our game may have been received assuming it is a city builder, so our approach to narrative progression (fixing the city by completing levels) is something we must reconsider.

We were asked whether our puzzles would be appropriate for the short time frame of our game, we must design our puzzles in such a way to ensure that they are fit for short bursts of play.

There was also concern from the lecturers as to the number of assets that would need to be produced; we will be compiling an asset list to get a better understanding of how many assets we will need, this will allow us to plan our time better, make and appropriate changes necessary if we must reduce the number of assets required and will generally allow us to scope our project better.