Date: *15 November 2017*

Location: *A2.16*

Attendants:

Joseph Barber,  
John Dorman,  
Elliot Dewhurst,  
Miruna Rosca

Topic of meeting:

Dave lecture meeting

Agenda items:

* Game hook – What makes the player return
* Time management, Resource management

Moving forward:

We had a big discussion this week and decided on a more appropriate direction to take our game. After this meeting with Dave, followed by our group meeting afterwards, we made some changes to our core game loop.

The player now has a real reason to return to the game; the player has a reason to care about the game world and a reason to solve the puzzles within our game. These ideas need developing but we now have a much more solid ground to build upon.