Date: *14 January 2018*

Location: *Atrium building*

Attendants:

Joseph Barber,  
Elliot Dewhurst,  
John Dorman,  
Blake Hewitt,  
Miruna Rosca

Topic of meeting:

Sprint review and plan, presentation feedback

Agenda items:

* Presentation feedback from the tutors
* Tutorial levels –
  + When should each new mechanic be introduced
  + Using the mayor to teach the player
  + Creating simpler potions to teach the player with
  + Pre-determined machine placement when teaching the player
* Discussed future code changes
  + Storing the machines based on enum value
  + Cleaning up the UI code
* Set up sprint

What was discussed and Moving forward:

We heavily discussed how we would teach a player to play our game. We discussed the use of LPM and when/how we should introduce new mechanics to the player. We set up a backlog and started planning our sprints accordingly to allow for a lot of play testing.