Date: *14 February 2018*

Location: *Atrium building*

Attendants:

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

Topic of meeting:

Tutorial, polish, sprint plan

Agenda items:

* How will we adjust the models to make sure the player knows which way they’re facing?
* What polish needs to be added to our game
* Prioritisation of tasks
* How do we teach the player?
* How fast do we introduce new mechanics?

What was discussed and Moving forward:

We first discussed johns document on how to design the models in such a way that the players can always be sure of the direction of each machine, as currently it is difficult to tell.

We next discussed what polish could needed to be added to our game and discussed the prioritisation of this.

We finally discussed how we would introduce new mechanics to the game, the pacing, where they were introduced, how many levels, etc.