Date: *21 February 2018*

Location: *Atrium building*

Attendants:

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

Topic of meeting:

Sprint discussion and planning, Dave meeting

Agenda items:

* Sound design
* Tutorial design
* Adjusting game scope
* Overworld town design
* Machines adjustments

What was discussed and Moving forward:

In this meeting we discussed the sound research Blake did and discussed when it would be appropriate to move forward with sound polish. We also discussed Elliot’s design for the Town regarding his level placement and the machine adjustments.

We next had a meeting with Dave focused on both removing the currency from our game and teaching the player.

We discussed our tutorial design and the rate at which we introduce new mechanics to the player, what information we give them and what we holdback (Cascading information theory), what items we push forward and backwards in the visual Hierarchy, making appropriate use of gestalt principles.

We also discussed the removal of currency from our game, the impact it would have on both our game and the scope of our game. We decided to remove this from our game, use our star rating system as our progression mechanic and remove all forms of currency/cosmetic upgrades from the game to bring down the scope of our game to appropriate levels.