Date: *14 March 2018*

Location: *Atrium building*

Attendants:

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

Topic of meeting:

Sprint review, planning, presentation preparation

Agenda items:

* Machine re-designs
* Overworld lighting
* UI consistency
* Playtesting

What was discussed and Moving forward:

We reviewed our previous sprint and spoke about what tasks were and were not completed.

We first discussed the machine re-designs that had been done and which have been left to do. This is to make the machines more intuitive for the player. We also discussed any re-mapping and texturing that would have to be done.

We next discussed overworld lighting and how lighting would show areas that are locked or unlocked.

Next, we discussed the UI and the feedback we have obtained from lecturers regarding UI.

Finally, we discussed playtesting our game, what playtesting needs to be done and what feedback we are looking for.