Date: *21 March 2018*

Location: *Atrium building*

Attendants:

Joseph Barber,  
Elliot Dewhurst,  
John Dorman,  
Blake Hewitt

Informed absence:

Miruna Rosca

Topic of meeting:

Sprint review and tutorial / puzzle designing

Agenda items:

* Sprint review
* Playtesting feedback
* Tutorial implementations
* Level design
* When is the best time to introduce mechanics?

What was discussed and Moving forward:

We first reviewed our current sprint.

We discussed the playtesting feedback we got. We found people understood conveyors and placing/rotating/deleting machines but were still confused about ovens, grinders and brewers, we therefore started designing our levels/tutorials to focus on this.

We discussed how our level design can aid this and when we should introduce these new machines and mechanics.