Date: *28 March 2018*

Location: *Atrium building*

Attendants:

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

Topic of meeting:

Sprint review and planning. UI and Model finalisation.

Agenda items:

* Sprint review
* Means of gathering playtesting
* What final assets do we still need
* Level design

What was discussed and Moving forward:

We reviewed our current sprint; what tasks did and didn’t get completed, any issues that were faced, etc.

We talked about a means of gathering playtesting. We decided we would compile the game to WebGL and host it in Itch.io, this would allow us to reach a larger audience to play aspects of our game that were not determined by the control scheme (Does the player understand what to do, etc).

We discussed our finalisation of assets by creating the assets for the potions and ingredients. This would involve changing the objects that move along machines from sprites to objects, tasks were created for this.

Finally we discussed level design and also discussed having multiple targets per level.