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| Meeting date: 7/2/2018 | Room: A2.14 | Time: 12pm to 12.30pm |

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| Discussed topics: |
| Discussed post pitch feedback  How we can fix the Overworld. Decided that we will use a linear progression overworld using arrow keys to navigate the levels.  There was a problem with the UI visual hierarchy. We need to seperate the elements in order of importancy.  Flesh out the characters – Dave is complaining about lack of empathy creation. We need to work on the companion character. |

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| Connor tasks: | Hours |
| Overworld reprogram | 3h |
| Main game UI implementation | 3h |
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| Caitlin tasks: | Hours |
| Redesign companion character | 3h |
| Design narrative (can be a rough outline doesn’t need to be fleshed) | 1.5h |
| Design narrative interactions (ex. between characters) | 1.5h |
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| Jamie tasks | Hours |
| Make white version of the overworld characters | 1h |
| Make new UI assets (scroll buttons etc.) | 3h |
| Tweak UI based on feedback (visual hierarchy?) | 2h |
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| Jordan tasks: |  |
| Design UI Template | 30m |
| Keep working on concept power up | 3h |
| Playtesting | 3h |
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