Meeting 18/10/2017 Room: A2.14 Time: 9.30 - 10.15

Spoke about How the Hex grid will work.

Discussed story behind the game – went over what the story base is.

Discussed hex mechanics- we will be having one hex for each star sign.

Discussed dynamic camera – When player taps on a hex the camera will zoom in and show them the tiles around the currently selected tile – highlights the tiles where the current one can be moved to.

Discussed hex spacing – problems with hexes overlapping – to avoid this issue we will space the hexes apart slightly.

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| Connor tasks: |
| Implement the win condition 4h |
| Set up the initial Hex grid - 4h |
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| Jamie and Caitlin tasks: |
| Design concept art for characters and tiles 6 h |
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| Jordan tasks: |
| Start work on Ui buttons for the gameplay screen 2h |
| Reserach narrative to learn how base we can use it in our game 2h |
| Look at how games give out currency early on 2h |
| Make meeting minute template. 10 m |