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| Meeting date:24/10/2017 | Room: A 2.14 | Time: 2pm-2.25pm |

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| Discussed topics: |
| How far the game has come – Talked about how the game is and what Connor is going to add to it in the coming days.  Discussed the art and how it may look in game.  Discussed what the overworld will look like.  Researched further into history of the star signs. Discovered that Gemini twins are male, called Castor and Pollux which conflicts with our existing artwork. To work around this situation, we may change the main character to Leda (the mother of Castor and Pollux). This may also suit our target audience better. |

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| Connor tasks: |
| Make hex’s switch on the hex board. 1h |
| Make hex’s check if they can switch with only adjacent hexes. 2h |
| Implement the win condition. 3h |
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| Jamie and Caitlin tasks: |
| Research and create Mechanics for the hex’s in the game. 1h |
| Design and Create nebula backgrounds for the game levels. 3h |
| (Jamie) create hex backgrounds for the game hex’s 3h |
| (Caitlin) Look into animation software (see if animations can be exported to sprite sheets) and look at how we could animate the level select. 3h |

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| Jordan tasks: |
| Create a way to tell the story to the play using a short intro in the game. 3h |
| Research and create Mechanics for the hex’s in the game. 4h |
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