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| Meeting date: 1/11/2017 | Room: A2.12 | Time: 2pm- 3.30pm |

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| Discussed topics: |
| Had a meeting with dave  - Spending habits.  -Player inaction with the game.  -Pseudo difficulty |

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| Connor tasks: |
| Implement the win condition. 4h |
| Bugtesting. 3h |
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| Jamie and Caitlin tasks: |
| Create psychographic questionnaire. 30m |
| Research into character art for our game and how we can create it. 3h |
| Create Nebula background for the level selector for the game. 3h |
| Look at concept art for UI and title screen |

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| Jordan tasks: |
| Create psychographic questionnaire. 30m |
| Create powerpoint for pitch next week 1h |
| Research and design power-ups for the player to use in the game and how best we can use this in our game. 3h |
| Find people to fill in the psychographic questionnaire and collect the findings to show in the next pitch 2h |