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| Meeting date: 8/11/2017 | Room: 2.14a | Time: 15:10 - 16:00 |

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| Discussed topics: |
| * Discussed post pitch 2   -Discussed the level level editor  -Tiles we definitely want in the game:   * Catapillar tile that spawns a new version of itself after it moves * Rotating tile that rotates the 6 tiles around it * Knight Tile that skips over a tile |

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| Connor tasks: | Hours |
| Put the game on Android | 1 |
| Knight Tile (skips over a tile) | 1 |
| Rotate on move (comma’s/Pices) | 1 |
| Catapillar tile (trails tiles after itself) | 1 |
| Level editor experimentation | 3 |

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| Caitlin tasks: | Hours |
| Thicker hex grid and decreased apha () | 1 |
| Change colours of symbols | 1 |
| Come up with 10 additional potential tile mechanics | 1 |
| Redesign symbols | 1 |
| Create UI Assets | 1 |
| Research narrative and character | 1 |

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| Jamie tasks | Hours |
| Split nebula map into chunks | 1 |
| Come up with 10 additional potential tile mechanics | 1 |
| Create UI Assets | 3 |
| Research narrative and character | 1 |

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| Jordan tasks: |  |
| Research into implementation of social mapping | 1 |
| Use excel to create a Currency curve for the game | 2 |
| Come up with 10 additional potential tile mechanics | 1 |
| Compile narrative research | 2 |