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| Meeting date: 22/11/17 | Room: 2.13 | Time: 11.00 - 16:00 |

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| Discussed topics: |
| * Currency needs re-working since it looks dodgy * Character art needs to be produced, given to Caitlin and Jamie, ideally multiple iterations * Some of the star-signs character art need to be finished * Jordan needs to work out how much in-game currency (stardust) each in-game item costs, as well as exactly what the players can spend stardust on. * Jordan needs to rework the stardust rewards system * In-game items:   + Unlock levels early   + Refill lives   + Fully complete a level if you have at least 1 star   + Refill stamina   + Powerups     - Extra moves     - Place an extra symbol for free * Jordan needs to work out how much stardust we will award upon completion of levels * Jamie’s currency-art will be used for the level finish screen * A task for the future: Found a cool concept to put the symbols onto stones |

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| Connor tasks: | Hours |
| Finish editor for the game | 3h |
| Allow for saving/loading of levels | 3h |
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| Caitlin tasks: | Hours |
| Character art for companion character | 5h |
| Create remaining star-sign characters | 1h |
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| Jamie tasks | Hours |
| Character art for companion character | 5h |
| Create remaining star-sign characters | 1h |
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| Jordan tasks: |  |
| Work out how much in-game currency (stardust) each in-game item costs, as well as exactly what the players can spend stardust on. | 2h |
| Rework the stardust rewards system (the database) | 2h |
| Work out how much stardust we will award upon completion of levels | 2h |
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