***Attendance:***

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|  | Group Project  Level 6 Group 3 |  |  |  |

Ogheneochuko Ideh: Present

Ryan Manthorp: Absent

Michael Curtis: Present

River Chick: Present

***Meeting Agenda***

* **01:00pm – 01:10pm Went through new planetoid structure for 3D modelling the planet**
* **01:10pm – 01:25pm Discussed how asteroid mineral content will effect how the planet forms and discussed how various minerals could equate to just wealth**
* **01:25pm – 01:35pm Arranged to meeting times and tutorial lecturer for meeting tomorrow (15th November)**

***Description on what was discussed:***

Ogheneochuko begun by keeping the group up to date on the development of the planet construction models and how by using a new technique in the modelling and a new mineral concept on the asteroids we can revolutionise our planet models and customization for players, information is located in the design document for planetoids on GitHub.

We decided that different minerals effect the look of the planet as it builds and have different wealth values which as well as giving the player the ability to shape their world and for the art of the planet to reflect the choices they’ve made in building it.

We finalised our meeting by agreeing to meet on the 15th with Rob Kurta to discuss how we can improve our game.