***Attendance:***

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

Ogheneochuko Ideh: Present

Ryan Manthorp: Present

Michael Curtis: Present

River Chick: Present

***Meeting Agenda***

* **11:10am – 11:15am: Discussed Unity over Unreal.  
  Unity was chosen due to the lead programmer’s previous experience with the software.**
* **11:15am – 11:25am: Discussed the new art style currently on GitHub (Concept 2).**
* **11:25am – 12:30pm: Drafted and created a design document to compile the core loop in preparation for tutor meetings.**
* **12:30pm – 12:55pm: Meeting with Dave Pimm.**
* **1:00pm – 1:15pm: Meeting with Steve Harris.**
* **1:15pm – 1:25pm Discussed Feedback and set weekly tasks accordingly.**

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

Before meeting with tutors the art style and game engine choices were finalized, and a more concise design document created to explain the games core loop.   
Through the tutor meetings we have decided to prioritize the impact of variable changes to the game and have set weekly tasks in accordance to this information.