**Go Ape Play**

# Meeting Minutes 22/11/17

## Attendees

* Ben Reynolds
* James Pyke

## Discussion

* Progress Report
* Future Progress

## Overview Summary

Progress Report - This week we have worked on the creating the architecture for that first set of challenges as well as designing the first challenge. The Unity project has been slowly tidied and reworked. The challenges have been designed to be reworked and reused as required.

Future Progress - Next week our main priority is the fully complete the first challenge, think about the nine challenges across all of the difficulties and subjects. We will first work on the math challenges and attempt to complete the game loop with the sticker board and sticker collection introduced. The game will be primarily using the game manager; this means the game manager will need to be created in a way that adding new challenges will be quick and efficient.