**Date:** *15/11/2017*

**Location:** *A103 and Common Room*

**Attendants:**

Quwaine Dantes,  
Blake Hewitt,

**Missing:**

*Thomas Simmons (Had to catch a train back to London)*

Callam Mutton (In Japan)

**Topic of meeting:**

*The topic of the meeting was to discuss how progress of the current work and what needs to be done for the upcoming week*

**Agenda items:**

* Mechanic ideas for the prototype
* Concepts that need to be done

**Moving forward:**

***What did we learn?***

*To build something small and simple and not to overcomplex ideas in our projects.*

***Where will we be moving/working towards this week?***

*Getting all the mechanics in the prototype fully implemented and working. Settling on a “pet” that the player will be taking care of coming up with multiple concepts for the background and inventory.*

***What is our plan for the following week?***

*Refine ideas, make assets and polish what we have*

**Tasks:**