**Date:** *18/10/2017*

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

**Attendants:**

Quwaine Dantes,  
Blake Hewitt,  
Callam Mutton,

**Missing:**

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

**Topic of meeting:**

*The topic of the meeting was to discuss with Dave Pimm and Steven Harris about our current brief, our concept ideas and narrative design, and to receive advice how we can advance forward before our next presentation.*

**Agenda items:**

* Mechanic ideas (Collection, Gacha, Care and Mini-games)
* Reformatted brief to fit our new concept

**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?***

*Rewriting our brief that that is clear and gets the point across what we would like to do. This will be achieved by incorporating our ideas we formed together as a group inside the common room and other such components of our game.*

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

*Create a prototype showcasing our concept from our research and*

**Tasks:**