Meeting Minutes 04/12/2017  
  
Attendants   
  
Lewis Wilden   
Thomas Wenman   
Heather Bishop   
Courtney Pearson   
  
**Topic of meeting**  
  
To begin to build a overview of the game as a whole. Because of the enormity of this task, and the time restrictions before members had work, this was put on hold until Wednesday where the group will come together and have a game jam to get all of the design elements of the game finalised ready to build and iterate after presentations.

The group discussed the combat mechanics, which were added because the group felt the sections of the game might be too boring without something else for the player to be concentrating on. Unsure how to proceed the group decided to amend the Light mechanic so that instead of an outright combat system players must stay on a “path” of light – and when they move away from this path to collect more Light and/or collectables (that improve current statistics) they will take damage to add a risk/reward element to the game.

The group agreed that at the game jam on Wednesday they would finalise:

* Level design.
* UI design.
* Rewards.
* Order of play (what is the player doing from moment to moment).

**Tasks**

Lewis: Create a basic AI that walks to a set of waypoints, stops and waits for the player to get close, then moves to the next waypoint.

Heather: Update the Design Document and begin crafting scenes for the narrative, ready for Wednesday.

Everyone will spend 6+ hours together compiling and finishing off the design work, which will be the sole task this week.