Meeting Minutes : 05/03/2018

We set objectives for the next five weeks:

* Have 3 finished levels.
* Have polished visuals and sounds.
* Have pacing that evokes flow.
* Have experimented with different kinds of player feedback.

How are we going to accomplish this:

* Iterating what we have: graphical effects, sounds, puzzle placement and difficulty curve, and prop placement.
* Camera problems.

Time travel

A to b

Teleportation