Meeting Minutes

Date: 19/02/18

Time: 10am – 12pm

**Attendees**

Courtney

Heather

Lewis

Tom

**Absentees**

**Purpose Of Meeting.**

To discuss weekly progress, and discuss level designs and playtesting results.

**Outcome Of Meeting**

Heather was having real problems with the third person controller, which Lewis tried to help her fix. In the end they made the first person controller work and the group is going forward with the first person controller. During puzzle sections the camera will switch to a top down/isometric view so players can easily complete the puzzles.

Courtney and Tom were iterating their levels in unity, though Heather should have asked them how they were getting on.

Everyone agreed to continue working on their levels and playtesting. Heather needs to implement the first person controller in each scene and the camera swaps. She also needs to implement the puzzle in the 3rd scene.