Meeting Minutes

Date: 21/02/18

Time: 10am – 12pm

**Attendees**

Courtney

Heather

Lewis

Tom

**Absentees**

**Purpose Of Meeting.**

To discuss ongoing work progress and plan work for the next sprint.

**Outcome Of Meeting**

The group has almost finished implementing all three levels, with just lighting and props to go in each. Prefabs need to be made to make it as easy as possible for everyone to set up levels and move items around to playtest and iterate.

The next sprint is about balancing meaning the group has agreed to playtest the game themselves / get others to playtest to check the following:

* Do players know what to do?
* Are the puzzles to challenging/ too hard?
* Are players confused?
* Do players know where they are?
* Are players bored?

This week Lewis will do bug fixing as bugs are revealed.

Courtney Tom and Heather will finish off the game levels, and playtest.

Heather will implement visual/audio feedback.