**Meeting Minutes – Level 6 Group 6**

**Time**: 21st March 2018 10:00

**Place of Meeting:** A216

**Attendees:** Callum Walsh, George Flude, Charlie Crewe and Alex Polley

**Agenda**

* Set up the tasks for the Easter vac
* Discuss the meeting with Rob from last week

**Topics of Discussion**

* New menu screen needs to be planned out
  + Added to the game
* Challenges for the player need to be considered
  + Aesthetic
    - Changes to the islands, allowing customisation for players
  + Audio
    - Customised sounds for players to drag onto objects in the scene, or changes to music based on what is placed in the scene
  + Visual
    - Visual effects that the player can edit as they please
* Scope of the challenges depending on how much time for the project we have remaining

**Next meeting scheduled for Wednesday 11th March 2018**