**Meeting Minutes – Level 6 Group 6**

**Time**: 28th February 2018 13:00

**Place of Meeting:** A212

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

**Agenda**

* Discuss the feedback from playtesting
* Implement the feedback
* Prepare for presentation next week

**Topics of Discussion**

* Colour changing has been implemented using new textures
* Particle effects have been made, and art assets are being designed for them
* Level select has been implemented
* Audio has been implemented, others have been removed
  + Music plays in the background throughout gameplay
* Cat Sprites have been designed, but need to be implemented to gain feedback from the players
* New lighting needs to be implemented for the assets that produce light from them

**Next meeting scheduled for Wednesday 7th March 2018**