**Meeting Minutes – Level 6 Group 6**

**Time**: 29th January 2018 11:00am

**Place of Meeting:** A212

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

**Agenda**

* + Discussed the work we had done over the holiday for Group Project
  + Scoped how much of the project we had left to complete until the Alpha Pitch

**Topics of Discussion**

* Working to build an APK version of the game to playtest on the native device it will be played on
* With this APK, undertake player testing and record the player to showcase in the presentation on the 7th Feb
* Level design to build a new prototype to use for the APK
  + Callum has done this
* Finalise the UI
  + George has completed this
* Polish the mechanics used to reinforce the connection with the cat character
  + Designed different sprites for the different states that the cat could be in
    - Distress
    - Worn down
    - Healthy

**Tasks**

* Callum
  + As a designer, I want to record the prototype for the powerpoint
  + Fix the bugs with the colour values for the game
  + Some objects arent responsive to the players touch. So these need to be addressed
* George
  + As a designer, I want to consider rewards for the player that feed into creating an emotional connection and gives some credit to the colouring mechanics
  + Design different states that the character could be in
  + Level building
* Charlie
  + Create an APK that the rest of the group can test on their android devices
  + Implement the new UI into the game
  + Collab with Callum to build the levels
* Alex
  + Collaborate with George to design the models for the levels
  + We discussed texturing the models to test hand painted materials