**Meeting Minutes – Level 6 Group 6**

**Time**: 7th March 2018 13:00

**Place of Meeting:** A212

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

**Agenda**

* Discuss the feedback from the presentations
* Continue polishing the game

**Topics of Discussion**

* Level select seems tedious and an unnecessary amount of work to change levels
* Progression needs to be considered
  + What keeps the player playing the game?
  + What keeps them coming back?
* All features that could do this have been removed deliberately, so they need to be reconsidered, and reimplemented
  + Tutors suggested adding narrative
  + Adding the progression for the cat
  + Strategy or challenge
* Player Investment

**Next meeting scheduled for Wednesday 14th March 2018**