19:00 Discord Chat

Present: Rebecca Brannum, Elliot Page, Max Carter, Zach Cooper

1. Reviewed work done over previous unofficial sprint, collaborated and revised group understanding of game’s mechanical design
2. Started brief for the task’s official sprints.
3. Banded around ideas for thematic design/plot elements.
   1. trying to shut the world out
   2. messenger of the gods
   3. messenger to the gods.
4. Decided on course of action for next unofficial sprint - write out potential plots for next meeting, maybe create environmental concept art, decide on style of environment (mood boards etc?).

Next meeting planned for Monday 21st August @ 2pm