15/11/2017 - 1pm onwards, labs

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

Points of Discussion:

* Debated lighting direction, decided on use of post process to bolster graphics.
* Discussed current level design, tried to come up with ways to combat dominant paths issue. Made plan as a team for new level design, featuring pseudo-negative feedback loop as main feature.
* Assigned tasks on JIRA.

Work:

* No work done as part of a team during this period. Tasks were set for work in individual time.

Meetings:

* Meeting with Steve. Steve had concerns about feature creep. We decided as a team to try to refine the game without changing current mechanics or adding new ones.