22/11/2017 - 10am onwards, labs

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

Points of Discussion:

* Decided as a team to redesign the level from the ground up. This was in response to criticism about dominant paths in the current level.
  + Decided new level will be more linear than the previous.
    - Will allow greater control over design
    - Combat dominant paths
    - Easier to build and iterate

Work:

* Started on work for new level:
  + Rebecca, Joe and Max worked on level design
  + Elliot worked on research into potential new art direction
  + Zach worked on modelling new assets

Meetings:

* No tutorial meetings scheduled.