**­Level 4/5 Group 14 – week 12 –**

**Date and time of meeting/ duration**

* 18/04/2018 – 11.30– 01.04

**Who attended?**

* Ethan Ward
* Petrut Vasile
* Toby White

**Topic**

* Had a presentation with Chris and Dave

**Notes/Ideas from this meeting**

This week we had a presentation with Chris and Dave. We showed how we iterated on the previous version of the game that we gave to people to play test.

The feedback was that there is not really any design in our game and because of this we are continuously “putting out fires”. Because we have no real vision of what we want so when we gave the game to people and they suggested something we did it rather than thinking about how it would affect the game.

For the following two weeks of the game development, we need to make it so the actions taken by the player are more clearly shown (at the moment it is just text on the screen) and slowing the pace of the game down so there is more time for the player to process what has happened.

From feed back one of the issues that was raised was the visual hierarchy of the characters and the background. This was changed to make the characters stand out more from the background, and in the presentation there was no mention of this problem any more.

In the current build of the game apart from some text showing weather you have hit or missed the target there is no visual feedback. We do have the sprites made for the different actions that the player can make however the feedback from Chris was to not focus on this and more of why the player is tapping on an action in the first place.

**Meetings before / on Wednesday?**

Monday 23rd at 12 to go over the tasks

Wednesday 25th Presentation meeting with Rob