Date of Meeting: 12/12/2018

Time of Meeting: 14:02

Attendees: Thomas McCarthy, Elliot Chester, George Heath-Collins and Thomas McLaren

This meeting is to discuss the work we will be doing over the Christmas break and to address feedback given about the presentation.

We received feedback from the lecturers about our presentation. It was much the same as the feedback we received on Monday after the presentation. We don’t have a clear idea of what the goal of our game is.

We must also spend some time going through how we expect our game will be played month by month, year by year. Currently the furthest ahead we have looked is 10 hours. For a mobile game that is not very far ahead.

As agreed on Monday we will not be having a sprint this week due to this being the last week and an assignment being due on Friday.

We will be having the same Monday and Wednesday meetings over discord during the Christmas break, so we will have tasks being set, however with a reduced number of hours at 6 rather than 12 per week.

**Meeting Ended: 14:44**

**Minute Taker: Elliot Chester**