**Wrackful Minutes – 01/02/2016**

**Recorded By:** Benjamin Drury

**Attended:** Benjamin Drury

Callum Gambles

Chris Atkins

**Items Discussed:**

* Rough plan for the mod including where much of it will be set and how it will tie into the main story.
  + A minimum of three environments: One wizard’s house, one Dwemer dungeon, and one large underground cave environment.
  + Some form of artefact designed to give the player access to the larger underground cave environment obtainable only upon completion of the initial quest for the wizard “Auxentius Bithnus”.
  + The main quest will involve a faction of the Dwemer practising advanced mixtures of both mechanical engineering and magic.
* Using Benjamin Drury’s machine for development of the actual mod as it is both more powerful and has more screens making development with the Creation Kit much more stream lined.
* The design of the mod will be left open ended so that, depending on how much time is left available after the main points of development are completed, more content can be added stemming from the larger underground cave environment.

**Actions Decided:**

* Each member should continue following the tutorials for the Creation Kit online for the following few weeks.