

- We discuss Javascript but decide Java provides a better type + class system. We agree that Java-like approach would be a good idea.
- We each take turns:
 - Sam doesn't mind.
 - Guy doesn't have enough knowledge with Unity to make a call.
 - Pete would be more comfortable with Java. However Unity makes doing the visuals easy - however he says this is not important for marks. Guy agrees, our team skills lie more in Java.
 - Liam brings up that Unity makes UI / mobile stuff easier. Can we find solutions that will allow us to do that easily in Java? This comes at the expense of a new environment - we are more comfortable in Java.
 - We talk about what happens if we get the mobile curveball. We talk a little about React Native and if we can connect that to Java.
 - Sam says that he can foresee that Unity may be fiddly and difficult in places.
- We decide on using Java.