**Meeting Minutes**

**Location:** Skype

**Time/Date:** 8pm 22/08/2016

**Attendees**

Nathan Josh Pierce Ashleigh Feng

Members not in attendance included

**Agenda**

* Progress/Plans
  + Ashleigh
    - Need to work on cutscene, all else is basically complete
  + Feng
    - Changed some of game finish screen, animation on tutorial door
    - Needs to work on sound design and text pop-ups
  + Nathan
    - Industrial/IndTutorial
  + Pierce
    - Minor bug fixing

**Other Notes**

* Camera control in pyramid level