**Meeting Minutes**

**Location:** Skype

**Time/Date:** 6:30pm 06/08/2016

**Attendees**

Nathan Ashleigh Josh Feng

Members not in attendance included

Pierce (could not be contacted)

**Agenda**

* Progress
  + Ashleigh
    - Aztec temple taking a while due to modelling issues but almost finished
  + Pierce
    - Talking to friend about sound design
  + Nathan
    - Ancients Level almost finished
    - Tutorial level awaiting models?
  + Josh
    - Confirmed new design for lighting mechanics in industrialist level
  + Feng
    - Implemented background and door animations
    - Will look into sound effects

**Other Notes**

* Next meeting Sunday 7pm