**Team Meeting Minutes 31**

Date: 12th Oct 2012

Time: 17:00 – 19:00

Venue: SIS GSR 3-2

**Attendees:**

1. Hong Weichun Wilson
2. Benjamin Tay Kai Long
3. Nur Camellia Binte Zakaria
4. Toh Yong Yeow
5. Lim Chuwei
6. Larry Lin Jun Jie

**Agenda:**

1. Discuss on mid term presentation feedbacks
2. Discuss on game level design

**Issues discussed:**

Prof Jason mentioned that our game is not entirely an endless world because there are different stages. Thus, we have decided to combine all stages together and to form a seamless endless world. This will result in user having to perform 2 less clicks to start the game. And we will also look into using the accelerometer into our game play where users have to shake to escape from traps.

**For more details please refer to the project plan.**

The meeting adjourned at 19:00H.

**Prepared by:**

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