

## **Agenda**

Project status - updates and goals

- we met last week
  - worked on a new design document
  - we have most level done
- goal is to have complete level
- Short meeting

Demo (Force Joe and Vallino to play)

Usability Testing Overview

Questions Comments Concerns

Review Design Document Feedback

## **Timeline**

Thursday: Logistics

Wednesday: 5pm gdd section assignments

Friday: 2:30pm unity meeting

Saturday: 2pm document meeting

By Saturday: Game Design Revamp sent, agenda

By Monday: working level demo