**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 26.02.2020

Time of Meeting : 9:00

Attendees: Chris Palmer, Chris Dreger, Josh Horn, Giles Margerum, C-J Lusher, Hristina Sotirova

Apologies from: --

**Item One: Postmortem of previous week**

What went well : N/A (group was in the process of merging)

What went badly : N/A (group was in the process of merging)

Feedback Received : None

Individual work completed: N/A

Item 2: By next week, we’ll have decided on the dimensions for the cards and player boards, and ordered the necessary materials for the game.

Tasks for the current week:

Chris Palmer: Rewrite the wording of the cards so that it’s simple and clear

Chris Dreger: Concept art for company names and logos

Josh Horn: Concept art for several characters

Giles Margerum: Design character abilities

C-J Lusher: Propose several art styles for the game

Hristina Sotirova: Make spreadsheet with card abilities, select and order materials for prototype

Item 3: During the meeting we explained the game to the merged group, discussed draw mechanics (to see if we could come up with a better one), made a basic prototype for playtesting, playtested the game and made notes for iterations

Meeting Ended: 12:00

Minute Taker: Hristina Sotirova