**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting: 6th February

Time of Meeting: 9AM

Attendees: - Sam McMillan, Charles Gillard, Peter Vaughn, Alexandru Slav

Apologies from: -

**Item One: - Postmortem of previous week**

**What went well:** All but 1 task from the sprint was completed. Brief completed to a good standard. Art style of the game has been established, with a style guide uploaded to the GitHub repository which can be expanded on.

**What went badly:** Peter has been struggling with programming in Unity. It has been established that some of the programming workload will be taken on by Alexandru where needed.

**Feedback Received:**

**Individual work completed: -**

**Sam McMillan:** Brief response, Style Guide, organising GitHub repository, organising Jira sprint  
**Charles Gillard:** Individual mood boards for characters, environments and examples of similar art styles from other games  
**Peter Vaughn:** Programming work In Unity; progress on the movement mechanic  
**Alexandru Slav:** Research into the stealth genre and it’s hallmarks. Early floorplan designs.

**Item 2: -**  Overall Aim of the current week’s sprint (What will the product look like by the end of the sprint.

The objective of the next sprint will be to get a clear idea of what the game will look like, by establishing the movement mechanic, and starting work on early concept art and tilesets.

**Tasks for the current week: -**

**Sam’s tasks:** Begin working on floorplan concepts and continue managerial work.  
**Charles’ tasks:** Begin tilesets for office environments found at the beginning of the game. Also work on a physical prototype of early floorplan concepts.  
**Peter’s tasks:** Continue development of the movement mechanic in Unity.  
**Alexandru’s tasks:** Program a basic enemy field of vision mechanic that the player must avoid in game.

(These tasks to be uploaded and tracked on JIRA)

**Item 3: -** Any Other Business.

Meeting Ended: - 9:45AM

Minute Taker: - Sam McMillan