**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting: 13/02/2019

Time of Meeting: 9:15am

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

Apologies from: -

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

**What went well:** Progress on the prototype has progressed, with Alex creating an enemy movement mechanic. Charles has completed 4 floor textures and 5 object textures for use in the prototype.

**What went badly:** Jira was not kept up to date this week as well as it should have been, despite work being completed. Team has been talked to about the problem, and the issue should not arise again.

**Feedback Received:**

**Individual work completed:**

**Sam McMillan:** 5 Level designs for use in the early sections of the game completed.  
**Peter Vaughn:** Research on Unity development.  
**Alexandru Slav:** Development of enemy movement patterns and 2 level designs.  
**Charles Gillard:** 4 Floor textures, 5 object textures, mood boards for office and museum environments.

Ideally by the end of week 3’s sprint we will have something to playtest at a very early stage of development, by completing the movement mechanics and scoring system, as well as getting a physical prototype ready for feedback.

Tasks for the current week:

**Sam’s tasks:** Managerial work, revise level designs, market research on the stealth genre to add into the presentation.  
**Peter’s tasks:** Get the treasure pickups and scoring system working. Also get screen caps and gifs in Unity for use in the presentation.  
**Alexandru’s tasks:** Finish development of the enemy movement system, and create early designs for the enemies in the game.  
**Charles’ tasks:** Create a physical prototype of an early level in the game.

**Meeting Ended:** 10:15am

**Minute Taker:** Sam McMillan