**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting: 27/03/2019

Time of Meeting: 9:48AM

Attendees: Sam McMillan, Jordan (Peter) Vaughn, Alexandru Slav

Apologies from: Charles Gillard

**Minute Taker:** Sam McMillan

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

**What went well:** 6 additional levels were developed this week, 3 by myself, 2 by Alex and 1 by Jordan. This gives our group plenty of levels to film a video walkthrough ahead of Wednesday. The group has also gathered a good amount of player feedback, which we can use to improve our game.

**What went badly:** Charles is still not keeping up with his Jira tasks. As such it appears he hasn’t done any work for this week. Charles also hasn’t made any updates to GitHub.

**Feedback Received:** Initial playtesting has brought to light some issues with level design, as most levels can be completed using an ‘easy’ route, which we may have made too easy. Players also noted they expected to bounce off of walls, as they might in a game of crazy gold. This has since been addressed.

It has also become clear that a par system may not be entirely necessary, as it was clear most players wanted to play quite tentatively. Players would take their time sneaking around behind guards in small movements. While a par system would force players into playing less conservatively, it may also ruin the game for a number of players.

**Individual work completed:**

**Sam McMillan:** Managerial tasks such as updating Jira tasks and meeting minutes. Completed 3 levels in Unity and gathered player feedback.

**Jordan Vaughn:** Continued to improve quality of Unity prefabs. Created 1 level in Unity and gathered player feedback.  
**Alexandru Slav:** Completed 2 levels in Unity and gathered player feedback.  
**Charles Gillard:** Did not update Jira or provide commits to GitHub for this week.

**Item Two: -**  **Overall Aim of the current week’s sprint**

This week will be spent continuing to create levels, as well as creating a video walkthrough to be committed to Itch.io on Wednesday. Prefabs will also be added and updated on the Unity project.

Tasks for the current week:

**Sam’s tasks:** Create 2 levels in Unity, and review the walkthrough video that will be created by Peter. In the jam, keep up to date with minutes and jira tasks, and review the levels made last week.

**Jordan’s tasks:** Create 1 level in Unity, and create a video walkthrough video. In the jam, develop a material to be applied to surfaces in the game that makes the player character bounce off of them, and a ‘boost pad’ that the player character can roll over for a speed boost.  
**Alexandru’s tasks:** Create 2 levels in Unity, and gather playtesting feedback. In the jam, update levels to fix bugs and mesh resizing issues.  
**Charles’ tasks:** Create 3 levels in Unity. In the jam (Over Discord, as he is not present), develop moodboards and a first draft for the main protagonist.

**Meeting Ended:** 10:30AM