**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting: 03/04/2019

Time of Meeting: 9:25AM

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

Apologies from:

**Minute Taker:** Sam McMillan

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

**What went well:** Several updates to the library of available prefabs in the Unity Project this week, with new speed up platform prefabs available. A bouncy material has also been applied to the walls in the level to simulate ‘crazy-golf’ physics, with the player character ricocheting off of walls.

2 More levels were developed for the project this week. A first draft of the player character has also been developed and ready to be iterated on.

**What went badly:** Less levels than expected were developed this week. I had expected 7 levels this week between 3 separate Jira tasks but only got 2 at the end of it. We should have had 3, but one of Alex’s levels did not upload to GitHub properly, and had no backup elsewhere. Charles did not see he had a level development task on Jira.

**Feedback Received:**

**Individual work completed:**

**Sam McMillan:** Managerial work (Jira tasks and meeting minutes), as well as 1 level in Unity. Reviewed previously developed levels and walkthrough video to assure quality of work.

**Jordan Vaughn:** Developed bouncy wall and speed up platform prefabs. Also created a walkthrough video of Slingspy, and skimmed through the levels for bugs.  
**Alexandru Slav:** Created 2 levels, but lost 1 after it failed to properly upload to GitHub. Also fixed graphical errors and bugs in the levels he made last week.  
**Charles Gillard:** Developed moodboards and a first draft for the player character.

**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:

Easter break means no official tasks will be set. However, level development will be encouraged. Other tasks may be handed out over Discord if necessary.

**Meeting Ended:** 10:05AM