**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting: 01/05/2019

Time of Meeting: 9:20AM

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

Apologies from:

**Minute Taker:** Sam McMillan

As the last few weeks were the Easter Holidays, work was not done in our group. As such, these minutes will skip directly to the tasks for the week.

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

Our final week will be focused on the finishing touches our game needs, such as sound design, a final player character model and a few more levels to round the game off.

Tasks for the current week:

**Sam:** Create 3 more levels, one of which a tutorial level, and complete managerial tasks.

**Jordan:** Develop a score display and sound effect code. Also create one tutorial level

**Charles:** Gather playtesting feedback. Since Charles was not around for the meeting minutes, he was not around to discuss further tasks.

**Alex:** Develop sound effects in Audacity and finish development of a character model. Also create one tutorial level.

**Meeting Ended:** 10:30AM