**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting: 20/02/2019

Time of Meeting: 9:30am

Attendees: - Sam McMillan, Peter Vaughn

Apologies from: - Charles Gillard (absent, told in advance), Alexandru Slav (late)

**Minute Taker:** Sam McMillan

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

**What went well:** The team is close to a playable prototype. Peter has finished developing the movement and treasure mechanics, ready for fine tuning. Floorplans for the first 5 levels of the game have been finalised and are ready to be produced in Unity.

**What went badly:** Jira tasks have still not been moved by Charles or Alexandru throughout. Having checked GitHub, neither have made any commits. Charles has made it clear that the physical prototype is being developed and is coming along well, but with no proof of work. This may be down to Sam not making clear that he had to however. Alexandru has the work saved, but has not committed it to GitHub. Sam also missed his research task.

**Feedback Received:**

**Individual work completed:**

**Sam McMillan:** Managerial tasks and finalising the first 5 floor plans of the game  
**Peter Vaughn:** Completed development for player movement mechanics and bonus pickup objectives.  
**Alexandru Slav:** Completed enemy movement pattern mechanics in the weekly jam.  
**Charles Gillard:** Working on physical prototype of the third level in the game.

By the end of week 4’s sprint our team plans to have a playable prototype of the second level in the game. The third level of the game has, with the exception of a bonus pickup, all the mechanics that will be used in the game featured, which is why we have chosen it for our playable prototype. Once that is done we can playtest in week 5 to gather feedback data before the presentation.

Tasks for the current week:

**Sam’s tasks:** Begin work on UI, developing main menu and paused graphics, as well as an in game interface.  
**Peter’s tasks:** Complete the air vent mechanic that was started in week 4’s jam. Additionally complete development of collision (Building the floorplan of the level in Unity) and a par system similar to mechanics in golf.  
**Alexandru’s tasks:** Find and collect a selection of audio clips for use in the game, covering music and sound effects.  
**Charles’ tasks:** Finish development of the physical prototype, and complete A research task covering the key emotions explored in stealth and golf games.

**Meeting Ended:** 10:00am