**MEETING MINUTES: SUMO DIGITAL GROUP PROJECT**

Date of Meeting : 30/10/23

Time of Meeting : 9:00Am

Attendees:- Adam, Richard, Mike

Apologies from:-

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

What went well : Implemented Core Puzzles, Implemented core mechanics , got the head switching in place.

What went badly : Communication due to the reading week, some people didn’t get any work done at all

Feedback Received : N/A no lecture (chris metioned week before that we should fix the camera perspective as it became hard to see the player if it was located behind or inside a building of some sort)

Individual work completed:-

Adam: Ai , 3 Puzzles done, Draft of next level, Objective manager and completion handling, added to shadow detection, completed respawn points with a basic animation,

Mike: 2 character models, Found some asset packs, decorated the map (added features and made it feel more lively)

Richard: Got some audio clips and found some sound effects

Tom: N/A

Item 2:- To Finish adding polish and hopefully get the main level fully flushed and completed so we can start working on adding a second scene for more playability

Tasks for the current week:-

Adam baker – Start designing next level, get some more puzzles into the game, get respawns and deaths working  
Mike – get some more characters / heads in  
Richard – work more on sounds, change up the menu, add character selection  
Tom- more puzzle ideas and create some ui

(These tasks to be uploaded and tracked on JIRA)

Other Business: Yet again it would be nice for tom to produce work or turn up to the meetings

Meeting Ended :- 10:07

Minute Taker:- Adam Baker